the Outlandish Herald

The Official Newsletter of the Kingdom of the Outlands, December A.S. XXXV (2000), Volume 15, Number 6

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From Their Royal Majesties

We, Ceasan and Vanna, King and Queen of the Outlands are of warm heart and high spirits that this is such a great Kingdom with such a noble populace.

All hail to the winds that aid the great Falcon in its flight. All hail to the sky that holds the Sun so bright. All hail to the world for the Stag leaps abound. **WAR IS COMING!** We shall unite.

Recently we traveled with our predecessors to the Kingdom of Atenveldt to negotiate the Estrella War treaty. We are pleased to report that we will be allied this year with Calontir and Atenveldt. We would also make known that Fencing, Archery and Arts and Sciences are all worth three war points this year. Those of you competing in these categories will be a significant part of the war effort. The Arts and Sciences categories are hats, ceramics and scientific instruments. We look forward to seeing this Kingdom's great works in these categories. In addition the previous pre-registration policies have been removed.

However we are still encouraging pre-registration for your ease and convenience, and that of the troll, at the gate.

To show the wealth of our great Kingdom we would call all gracious artisans and scribes to donate their great works to the Kingdom for largess.

May all your journeys be safe and may the sun or stars light your way.

In service bound by the Stag,

Ceasan — Rex

Vanna — Regina

Production Information

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Syr Darius of Jaxartes

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Lady Laure Aleire de Laon
Jehanette de Courcelles
Carolynn

Queen's Guard
Lord Thomas Winterbourne of Ghent
Lord Michael of Endrock
Lord Willem MacAmish

Calendar of Events

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26	Winter Oasis (Unser Hafen) Rosalind (970) 667-1284	13
27	Baronial A&S (Unser Hafen) Rossalin (970) 221-0850	14
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February		
3	Southern War Practice (Saint Golias) Torcail (505) 835-1632	
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14-19	*Estrella Wa (Kingdom of Atenveldt)*	
March		
3-4	A&S Workshop (Scorpions Hollow) Rhiannon (505) 742-0136	
10-11	Outlands Crown Tournament **Site TBA** ✹ ❀	
17	Dance Collegium (Unser Hafen) Theresea (970) 482-6608	
31	Hawks, Hounds & Horses (Unser Hafen) Averick (970) 494-0662	
April		
6-8	Defender Tournament (Scorpions Hollow) Nanette (505) 762-1359	
14	Queen's Prize (al-Barran) AnneAliz (505) 243-7568 ✹ ❀	
21	Sworded Affaire (al-Barran) Elisheva (505) 237-2157	
May		
12-13	Outlands Coronation **Site TBA** ✹ ❀ ✪ ✿	
18-20	No Frills Just Fun (Valley of Light/Scorpions Hollow) Catlin (505) 746-2419	

All events listed are Outlands official. Events marked with "✹" indicate His Royal Majesty will be in attendance. Events marked with "❀" indicate Her Royal Majesty will be in attendance. Events marked with "✪" indicate His Royal Highness will be in attendance. Events marked with "✿" indicate Her Royal Highness will be in attendance. Out of kingdom events are in *ITALICS.*

Event Articles

Baronial Yule - Unser Hafen

Barony of Unser Hafen, December 1, AS XXXV (2000)

Site Opens at 5:30p • Site Closes at Midnight
Mountain Range Shadows Clubhouse • 8400 Mummy Range Road • Ft. Collins, CO 80528
Fees: Nada, Nothing, Free!
Site is **DRY**

Greetings!

It is time once again to make your way to the fair Barony of Unser Hafen for our annual Baronial Yule!

This year promises bountiful entertainment to tantalize all of your senses!

We will begin with a gift exchange. These gifts should cost under $5.00 or be handmade. Please bring a gift for someone of the same gender to insure everyone receives an appropriate gift. Children should bring a gift for another child. This gift exchange is not mandatory but remember, in order to get a gift you must bring a gift.

Also, we will be featuring our traditional pot luck feast with the Barony of Unser Hafen and it's cooks generously donating the meal staples. We ask that everyone bring a side dish, finger food or desert to share.

Like last year we will have music, dancing, children's activities and much more! Those with musical instruments, including drums, are encouraged to bring them.

Crash space can be made available to those who wish to stay the night and attend Windkeep's Hunter's Feast the next day. Please contact the Autocrat prior to the event if you need crash space. We can not guarantee space for those who do not inform us of their need before the event.

Directions: I-25 to exit 259. Turn right on Frontage road. Go 2.1 miles to the first Mountain Range Shadows Entrance and turn left. Turn right on Mummy Range Road. The clubhouse is on the left.

Autocrat: Reyhaneh bint 'Isa al-Zurhi (Rebecka Strauser), PO Box 1323, Wellington, CO 80620, (970) 568-3008

Hunter's Feast

Shire of Windkeep, December 2, AS XXXV (2000)

Site Opens at noon • Site Close at 11:00 p.m.
LCCC • 1200 East College Drive • Cheyenne, WY 82007
Fees: Adult, $10.00; ages 6 - 12, $5.00; under 6, free; Family cap, $30.00
Make checks payable to "SCA-Windkeep"
Site is **DRY**

The harvest has ended, the hunters are home, and Yuletide is fast approaching. The Shire of Windkeep asks all who will to pause with them to reflect upon the world and join them in a Hunter's Feast. The event is limited to the first 175 paid reservations, and alcohol is not permitted anywhere on campus. Crash space is available, as well as discounts motel reservations. Contact the Event Steward for information.

If we are blessed with clear weather during the day, there will be heavy and light weapons pick-up fighting and other outdoor games as devised by those attending. Indoors there will be good fellowship, dancing, and whatever games as can be devised. A bardic competition will be

held during the feast, as in past years, with a gift of silver to the best entertainer. Sign-up sheets will be available at the troll. Throughout the day there will be an informal competition for best hunters theme (garb/table setting/banner) to be arbitrarily judged by the kitchen staff.

There will be a soup and bread donation lunch from about 1 p.m. till about 2 p.m. The main feast will start about 6 p.m. If the Crown attends, and so wishes, court will be held. The feast will consist of the bounty of the land, and whatever the Hunters and Gatherers of our fair land provide. This is a meat intensive feast. If you are vegetarian, or have food allergies, or aversions, please contact the cook, who will prepare dishes suited to your tastes.

For availability of reservations after Nov. 15, contact the cook. Mail your reservations to the Event Steward, with checks made to SCA-Windkeep. Please include legal name, society name, and address; phone number membership number, and local group on your check. Include a list with all of the above information if you are paying for others.

If you would like to help clean up or serve, please contact the cook. Merchanting is allowed in the hall before the feast, but must be coordinated in advance.

Directions: Take I-25 to the College turn off. Proceed east approximately 5 miles to the Laramie County Community College. Parking and entrance to the site is on the north side of the campus. (there will be signs)

Event Steward: Syr Rhys Afalwin (Larry Hammons), 10700 Ranch Rd, Cheyenne, WY 82009, (307) 632-1133, MasterRhys@aol.com

Cook: Mistress Aldyth Trefaldwyn, (Debbie Hammons), 10700 Ranch Rd, Cheyenne, WY 82009, (307) 632-1133, Aldyth@aol.com

St. Stephen's Day

Barony of Citadel of the Southern Pass, December 2, AS XXXV (2000)

Site Opens at 7:00p • Site Closes at 10:30p
Marwood Park Shelter • 4325 River Bend Rd. • El Paso, TX 79912
Fees – None
Make checks payable to "SCA - Citadel"
Site is **DRY** until 8:00p, **WET** 8:00p to 10:30p

Berold and Bahiyyah, Baron and Baroness of the Citadel of the Southern Pass would like to invite all of the members of their Barony to celebrate St. Stephan's Day (a bit early, true) with them. In honor of the day, there will be no fees for attending this event. We wish to thank the members of our Barony for all of the hard work they have done this past year. Her Excellency will be preparing a feast of roast meats and sundry other delights. If you wish to bring a dessert, it would be most welcome.

Directions: Take I-10 to Sunland Park; west on Sunland Park to Doniphan; North on Doniphan to Frontera, West on Frontera to RiverBend; North on River Bend. We hope to have signs, but they never last long out there.

Autocrat and Cook: Baroness Bahiyyah (Becky Boetto), 6013 Alcalde St. El Paso, Texas 79912, (915) 585-3155, boetto_b@email.msn.com

Northern War Practice

Barony of Unser Hafen, December 3, AS XXXV (2000)

Site Opens at 3:00p • Site Closes at 6:00p
CSU Fieldhouse • Ft. Collins, CO 80528
Fees – None
Site is **DRY**

Mark your calendars for another war practice. On December 3, the day after Hunter's Feast, the Barony of Unser Hafen will host a war practice at the CSU Fieldhouse. This is perhaps the finest indoor site in all of the Outlands. The facility is an indoor track and field practice house with rubberized flooring that is not damaged by armour....and has plenty of room for melees. If the weather is fair, we have a beautiful grassed field right outside the doors.

This site is normally closed to children under 16, but by special arrangement with the University, we CAN have children attend the war practice. So bring your arms, bring your friends, bring your children....and come prepare for our upcoming victory at Estrella.

Directions: Make your way to Fort Collins via I-25. Take the Mulberry (Highway 14) exit and proceed west approximately 5 miles to College Avenue (the main drag in Fort Collins). Turn left (south) on College for 2 blocks and then turn west (right) on Laurel St. Proceed about 1 block and turn south (left). Note the interesting railroad track running down the middle of the road! Proceed south about 2 - 3 blocks to the southern-most fieldhouse on your left. Parking is in the lot or on the street.

Autocrat: Lord Gwilim Glamorgan (Michael Lambert), 1506 Welch St, Ft. Collins, CO 80524, (970) 407-1283, mlambert@frii.com

Midwinter

Shire of Caer Galen, December 9, AS XXXV (2000)

Site opens 10:00a, Closes 10:00p
Broomfield Baptist Church • Broomfield, CO 80020
Fees: Site – $5.00; Feast – $7.00
Make checks payable to "SCA - Caer Galen"
Site is **DRY**; no smoking

The Doge invites you to don your best Italian, Middle Eastern or a creative combination of the two in the colors/and or feathers of the peacock and join the citizens of Caer Galen for their Mid Winter celebration. Compete in the fencing tournament for Captain of the Guard, sample culinary delights of the Middle East prepared by The Honorable Lady Maredudd & enjoy the Middle Eastern and Italian dancing in an atmosphere straight out of 1001 Arabian Nights (Italian style). Did I mention the Worlde famous Caer Galen musical chairs? And as always, the selection of the newest Harp of Caer Galen by vote of the citizens of the Shire.

There will be contests for the best use of peacock feathers, best Western male and female garb, Italian/Persian combo and Persian in peacock colors.

Menu: Feta cheese, Olives, White sals (walnut dip), Pita Bread, Mishmishya (Meat stew with fruit), Cooked dish of lentils (vegetarian), Barmakiyya (spiced chicken pies), Oranges (dressed in cinnamon and rosewater), Buran (meatballs in a yogurt and eggplant dip), Pita bread, Zirbaya (chicken in a sweet sauce), Isfanakh Mutajjan (spinach in garlic), fruited rice, Dried fruits, Nuts, Hais (date kabobs), Khush Kananaj (almond cake), Cheese and flour cake.

Those interested in helping with troll, set-up and clean-up may contact Mistress Sadhbh. For information about the Captain of the Guard Tournament, contact Don Maddoch.

Directions: From 287- Take 287 East(becomes 120th)Turn left on Emerald St. Church is on the corner of 1st and Emerald. From I-25 - Take 120th Street West to Broomfield and turn right on Emerald St.

Autocrat: Maestra Beatricia Mercante (Linda Haffner), 1151 Dover Way Broomfield, CO 80020, 303 460 8189 (no calls after 9:00 pm), LHaff@aol.com

Chef: The Honorable Lady Maredudd Angharad ferch Gwenhyfar (Melanie Unruh-Bays), 16620 E. Kentucky Ave., Aurora, CO 80017-3214, (720) 744-9614, maredudd@caerthe.org

Set-up/clean-up: Mistress Sadhbh ni Dhonnabdain (Cheri Corbett), (303) 932-0431, rainmaker@sprintmail.com

Midwinter

Barony of al-Barran, December 16th, AS XXXV (2000)

Site Opens at Noon • Site Closes at Midnight
Youth Hall • New Mexico State Fairgrounds • Albuquerque, NM 87110
Fees: Site – $10; Children 7-12 – half price; Site and Feast – $15; Children 7-12 $8.00
$40 cap for families. No fees for Sunday War Practice
Make checks payable to "SCA - al-Barran"
Site is **DRY**

Trevor and Fermina, Baron and Baroness of al-Barran, invite one and all to join them for an evening celebrating the Spanish Renaissance at al-Barran's Midwinter Celebration. This glorious event will once again take place at the Youth Hall in the New Mexico State Fairgrounds in Albuquerque, on December 16, 2000.

Spain, in the year 1500, is a great place to be (so long as you are a Catholic.) The Jews and Moors have been expelled, though their money has been left behind, and gold is starting to come from the New World. Spain is a rich country, and those riches will shine forth during this Midwinter Celebration.

The schedule for Saturday is as follows:

12:00	Site opens
2:00	Feast begins
4:30	Court (at Their Excellencies' and Their Majesties' discretion)
7:00-ish	Court Dancing and general revelry.
12:00	Site closes

During the day there will be three children's activities – one before the feast, one during Court, and one after Court. There will not be any all-day children's activities or babysitting services; the children's activities are for those children (including teenagers) who are old enough to participate in the activities being offered.

The feast will be prepared by as-Sayyida Safia-al-Sabia-al-Zarqa, the feast coordinator, and Lord Vladimir, the head cook. The feast will be served as follows: There will be platters of bread, butter, honey, olives, cheese, nuts, and meat tidbits welcoming the Barony's guests to the table. The first course will be roast hens with rosemary sauce, saffron rice casserole, cheese pies, and sautéed mushrooms. The second course will have roast pork with sauces (garlic, mustard, and wine sauces), baked apples, onion pottage, salad, and armored turnips. The third course shall consist of lamb pastries, eggplant, bulgar frummetry, lentils, and oranges. All food items that are not specifically labeled as meat dishes are vegetarian. Recipes will be available on site for people with allergy concerns (and those just interested in the recipes). If you have specific dietary concerns, please feel free to contact the feast coordinator.

The dessert course will be open to all attending, and will accompany the dancing following court. The desserts will include such choices as lavender cheesecake; bread pudding;

gingerbread; marzipan; candied spices, fruits, and nuts; rice pudding; Angel's Food; fine cakes with conservs; stuffed tortillon; qursas; among others.

As in years past, there will be an independent cash bar open. We are happy to welcome Gardunos as the new vendor, who plans to offer some new selections. Please remember to bring your ID's (and cash) if you plan to purchase alcohol.

As this is al-Barran, no weekend would be complete without practice for WAR!!!!! On Sunday, the barony will host its traditional war practice, so that our army may prepare for another victory on the fields of Estrella.

Reservations for the feast can be made using the form at the event website off of the Outlands website and checks can be mailed to the Barony – made out to SCA-al-Barran.

Site restrictions. Saturday: No pets, alcohol may only be purchased on site. Sunday: No alcohol and pets must be on leashes.

Peer circles will be held at the discretion of the Crown, and will be announced as details become available.

Directions: **East to West**: I-40 to San Mateo Exit; San Mateo South to Lomas Blvd; left onto Lomas to San Pedro; Right on San Pedro to Gate 4 of the Fairgrounds Parking Lot. **North to South**: I-25 to I-40 Interchange; I-40 eastbound to San Mateo exit; San Mateo South to Lomas Blvd; left onto Lomas to San Pedro; Right on San Pedro to Gate 4 of the Fairgrounds Parking Lot.

Autocrat: Master Balthazar (Jonathan Ibarra), 5408 Aztec NE, Albuquerque, NM 87110, (505) 881-2405, jibarra@efortress.com

Feast Coordinator: Lady Sabia (Twila Hoon), 5408 Aztec NE, Albuquerque, NM 87110, (505) 881-2405, hoontw@libra.unm.edu

Preregistration: Lady Maria Sol de Leon (Maria Martinez), mariasol@usa.net

Reservation checks: Barony of al-Barran, P.O. Box 27676, Albuquerque, NM 87125

Crash Space Coordinator: The Honorable Lady Triaria, (505) 891-3821, wannagame@aol.com

Caerthen 12th Night

Barony of Caerthe, January 6, AS XXXV (2001)

Site Opens at 9:00a • Site Closes at 11:00p
Adams County Fairgrounds • 450 South 4th Avenue • Brighton, CO 80601
Fees: Before November 30th Feast and site $15 per person, $50 cap on family of 4
After November 30th, $17, $60 on family of 4
Off-board, $6
Make checks payable to "SCA - Caerthe"
Site is **DRY NO** mundane containers

The men are home from the raids. Guests have traveled many miles. The longhouse is filled with warmth as we all share stories and play games on this long winter night. All this to celebrate a Viking 12th Night in the year 1001, called a Viking Odyssey.

Come share the warmth and fun. There will be games to include a Hnefetafl (many versions) and backgammon tournament. There will be a Viking knowledge test, Sagas, storytelling, singing with Viking theme riddles, and many prizes. There will be childrens' games as well.

In the way of the Viking, there will be challenges to test the physical attributes of the warriors (must keep in shape for those raids). There will be arm wrestling, Hunker-Hausen, broad jump competitions (**in armor** both backwards and forwards). There will be team games like tug of

war and KnatteikR (bring a hockey stick), and much, much, more. Lord Thorvaldr has outdone himself planning our entertainment.

To the poets of the realm, there will be a Skaldic Poetry competition. Please prepare! There will competitions on the best female and male garb. A prize to the one who traveled the farthest to share this Viking Yule with us.

The sumptuous feast will be prepared by Mistress Aldyth and will consist of barley and herb soup, baked pork loin wrapped in pastry with honey and plums, chicken in a cream sauce, cabbage, turnips, carrots and spinach for veggies, for dessert a hazelnut custard, sour cherry tart, and poached apples. All this along with Viking breads served in ONE remove.

Merchants are welcome! Contact Lady Killian McKenzie (Dawn Whitacre) at 303-773-9596 to coordinate space.

Directions: Take your best route to I-25 just north of Denver. Exit east on 120th ave. Continue to Colorado and go north until you reach 128th Ave. Go East on 128th for 3 miles. Take a right when the you reach a T intersection. There will be signs for Adams County Fairgrounds and SCA from there, but in case you miss them. Continue to the next stop sign and take a left. The Fairgrounds will be on your left. Find the Round building and you will be there.

Autocrat: Jorunn nic Lochlainn (Cathie Brailey) 4500 S. Monaco Apt. #914, Denver, CO 80237, (303) 796-8353, jorunn@qadas.com

Reservations: Katrein di Adlerin (Debbie Strauser), (303) 360-8796, walflower@uswest.net

Special Food considerations: Mistress Aldyth (Debbie Hammons), (307) 632-1133, aldyth@aol.com

Plattefordham 12th Night

Shire of Plattefordham, January 13, AS XXXV (2001)

Site Opens at 5:00p • Site Closes at 11:30p
St. Mark's Episcopal Church • Casper, WY 82601
Fees: $8; Children 6-12 – $6
Make checks payable to "SCA - Plattefordham"
Site is **discreetly wet**

The Shire of Plattefordham cordially invite one and all to celebrate the coming of a new year. Prepare to enjoy an evening spent with good friends, feasting, gaming for prizes, and sharing a story or two. No smoking or pets are allowed. The menus will be posted at the site along with ingredients. Please advise the autocrat of any dietary restrictions or allergies. Reservations may be sent to the autocrat. Non-smoking crash space is available.

Directions: From I-25, take the Center Street exit, turning south until you reach 7th Street. Turn left on 7th, go one block to Wolcott, St. Marks is the big church on the corner.

Autocrat: Lady Catherine Aenor du Beaujolaise (Caitlin), 1463 S. Fenway, Casper, Wy 82601. (307) 237-2128, c_du_beaujolaise@hotmail.com

Citadel 12th Night

Barony of Citadel of the Southern Pass, January 13/14, AS XXXV (2001)

War practice/tourney site opens at 11am 1/13 and 1/14.
Memorial Park • 1701 Copia • El Paso, TX 79930
Feast Site Opens at noon • Feast Site Closes at 11:00p
Tobin Park United Methodist Church • 9401 Roanoke • El Paso, TX 79924
Fees: $12 ($6 for site and $6 for feast) if paid reservation by 1/2/00, $15
($6 for site and $9 for feast) otherwise
Make checks payable to "SCA – Citadel"
Both Sites are **DRY**

The far southern Barony of the Citadel of the Southern Pass welcomes all our northern friends (from down here, EVERYONE is from the north) to join us as we hold our annual 12th Night Celebration. Escape from the spear-deep snows of the north and revel in the sunny southern climate. Join us as our talented cooks present you with a feast fit for Outlands' Royalty. Witness the splendor and pageantry of an entertaining court. Feel the glory and power of the mighty Outland fighters in tournament. Experience the warmth and hospitality of your friends and family throughout the Outlands. Steel your courage and hone your swords as we prepare for war. We in the southern reaches are ever prepared for battle, standing in defense of the great Kingdom of the Outlands against the Argonian hordes. We look forward to joining with all Outlanders to ensure our combined readiness for the WAR in Atenvelt.

War practice will begin at 11:00 am at Memorial Park and will continue until all fighters are weary and well satisfied. The feast hall will be the traditional site of Tobin Park Methodist Church and will open at 4pm, with the feast to begin at 7pm (subject to The Will of the Crown). Sunday tourneys will also be held at Memorial Park, beginning at 11am.

War practice will be coordinated by the Southern General, Lord Roger de Gilbert and the Sunday tourneys will be administered by Lord Bela Magyar.

Directions: **Directions to Tobin Park Methodist Church**: From I-10 East or West take the US 54 Highway (exit 22 B) North toward Alamogordo to the Diana exit. Take the Diana exit and turn right (east) on Diana to Dyer. Turn left (north) on Dyer to Wren. Wren is the next light so get over immediately. Turn right (east) on Wren to Roanoke. The church is on the left side of the intersection. Parking is in the front.

Directions to Memorial Park: From I-10 take the Copia St. (exit 22 A) North. Take Copia to Copper (directly past the railroad bridge); turn left (west) on Copper. The site is on the left. Parking is along Copper.

Autocrat and Co-Autocrat. Lord Dietrich von Andernach and Lady Anastasiia Tsaganova (mka John and Virginia Hobbs), 10931 Joe Dimaggio, El Paso, TX 79934, (915) 822-2077, nachkind@hotmail.com

Feastocrat. Constance (Hazel Tipton), (915) 757-2616, hltipton@hotmail.com

Reservations. Baroness Bahiyyah (Becky Boetto), (915) 585-3155, boetto_b@msn.com

Winter Wolf

College of Blaiddwyn, January 20, AS XXXV (2001)

Site Opens at 9:00a • Site Closes at 6:00p
University of New Mexico • 2401 Central • Albuquerque, NM 87131
Fees: $3, please bring a dish for the pot luck feast
Make checks payable to "SCA - Blaiddwyn"
Site is **DRY**

Winter, being a time to stay in doors in the company of friends, seems an ideal time to join in together in an experience of medieval education. As formal education and Universities grew the basic knowledge of gentle people was classified and divided into the trivium and the quadrivium. The subjects of the quadrivium, astronomy, arithmetic, geometry, and music were considered necessary knowledge for noble, refined people. Come join the College of Blaiddwyn for a day of discussions on these four arts. Our college fighters will vie for Captain of the Guard that afternoon, and all are welcome to compete for Defender of the Lore.

Directions: Take I-25 to Lomas. Take Lomas east to University. Go south on University to Martin Luther King. Turning east onto MLK you enter the University. Go north on Rodondo, and east into the parking lot

Autocrat: Comptesse AnneAliz (Darlene Mayette), 1209 Tijeras NE Apt. 1, Albuquerque NM 87106, (505) 243-7568, dgr0dm@unm.edu

Winter Oasis

Barony of Unser Hafen, January 26, AS XXXV (2001)

Site Opens at 10:00a • Site Closes at 11:00p
Mountain Range Shadow Clubhouse • 8401 Mummy Range Drive • Ft. Collins CO 80528
Fee: $3.00
Make checks payable to "SCA-Unser Hafen"
Site is **DRY**

It's time once again to shimmy away the cold chill of winter. Dust off your drums and dance belts for a night of Middle Eastern revelry. Dancers, drummers, melody makers and all interested persons are invited to participate in the fun. Please bring rugs, pillows and candles to heighten the atmosphere and bring a finger food to share. Check for directions and more details in the January OH.

Autocrat: Lady Mardanah al-Hindiyyah (Julia DiVerdi), 1113 West Plum, Street, Ft. Collins Co, 80521, (970) 482-1397, morgi@holly.colostate.edu

Baronial A&S - Unser Hafen

Barony of Unser Hafen, January 27, AS XXXV (2001)

Site Opens at 11:00a • Site Closes at 11:00p
Foothills Unitarian Church • 1815 Yorktown Ave • Fort Collins, CO 80525
Fees: $4.00 site fee, $5.00 feast. Children 3-12 are
1/2 off with a family cap on site fee of $12.00
RSVP by 1/20/2001
Make checks payable to "SCA - Unser Hafen"
Site is **Discreetly Wet**

Come one and all to Unser Hafen's Arts and Sciences competition and Collegium! This will be a fun event for all! There will be classes and competitions, a donation lunch, an excellent feast and lots of dancing! Designed as a cool site, you can bring all of your heavy garb and you will actually be warm and comfortable, instead of hot and, well, not comfortable. Anyone interested in teaching a class please contact the autocrat as soon as possible. A class list and directions to the site will be published in the next OH.

For dietary restrictions please contact the feast coordinator.

Autocrat: Lady Rossilin von Hohenzollern (Shannon Moyes-Clark), 1500 W. Prospect, Fort Collins, CO 80526, (970) 221-0850, shannonm@fc.hp.com

Feast Coordinator: Lady Arianrod ni Conchobhar (Amber Ebert), 975 S. Del Norte Ct., Loveland, CO 80537, (970) 663-1060, skerina@juno.com

Imbolic

Shire of Gleann Medonach, January 27, AS XXXV (2001)

Site Opens at 8:00a • Site Closes at 10:00p
National Guard Armory • 1 Earl Cummings Loop West • Roswell, NM 88201
Fees: $12.00 (Site/Feast) Kids 12-18 – $7.00 Children under 12 – free $30.00 family cap
Make checks payable to "SCA - Gleann Medonach"
Site is **DRY**

My Lords and Ladies come visit our shire. The time of Imbolic is here and we want to share our great bounty with you, our friends and allies. A soup lunch will be provided and a evening feast beyond any you have ever tasted will be served. We welcome heavy and light fighters for tournaments. War practice will be held in the afternoon. A silent auction will be held so bring heavy purses.

Defenders tourney list opens at 9:30 A.M. and tourney starts at 10:00 A.M.. Fencing list opens at 10:30 A.M. and starts at 11:00 A.M. Lunch is buffet style from 11: 00 A.M. to 1:00 P.M. War practice will be from 1:00 P.M. until the fighters are done. Feast starts at approximately at 6:00 P.M.

Autocrat: Lady Sandra (Sandia Kent) 602 Jicarillia, Hagerman, N.M. 88232, (505) 752-8418, sk1953_46@yahoo.com

Feastocrat: Lady Matilda (Loretta Clark), (505) 623-4531

Candlemas

Barony of Dragonsspine, February 3, AS XXXV (2001)

Site Opens at 11:00a • Site Closes at 11:00p
Odd Fellow Hall • 575 S. Union St. • Colorado Springs, CO 80910
Fees: Site – $5/person, $3 for children 6 – 11, children 5 & under are free.
Feast – $10/person, $5 for children 6 – 11, 5 & under are free.
Prior to January 12, feast will be offered at a discounted rate:
$7/person, $3.50/child age 6 – 11, 5 & under are free.
Family Cap:Site Only: $15 Site & Feast: Prior to Jan 12: $36 / Jan 13 – 26: $45
Make checks payable to "SCA - Dragonsspine"
Site is **DRY**

The Barony of Dragonsspine invites you to join us in celebrating Candlemas!

Important Feast Information:

Reservations made by January 12 will receive the discounted rate of $7/person, $3.50/child age 6 – 11, 5 & under are free. Reservations made between January 13 and January 26: $10/person, $5/child age 6 – 11, 5 & under are free. ALL paid feast reservations must be in no later than Friday, January 26. After this date, feast will NOT be available.

Please include SCA name(s), mundane name(s), and a contact e-mail or phone number with your reservation. If you have any special dietary needs, please include this request with your reservation, or contact the Feast Autocrat.

Directions: Take I-25 to Colorado Springs. Take exit 141, Bijou St. Head east towards downtown. At the first stoplight, turn right (on Cascade). Go down two blocks and turn left onto Colorado Ave. This will become Pike's Peak after several blocks. Memorial Park will be on your right. Continue to Union Blvd., turn right (at the far end of the park.) Take Union Blvd. to the end of the park, at Eastlake Blvd. Turn left into the IOOF (Odd Fellow) Hall at 575 S. Union, just before you get to Eastlake.

Autocrat & Feast Reservations: Lady Karina Dobrogneva (Stacey Moore), 2527 Meadowlark Lane, Colorado Springs, CO 80909, (719) 630-7576; i.write@iname.com

Co-Autocrat: Mistress Catriona nicAiodh (Katina Wilson), (719) 520-9705; kkwilson@scip.net

Feast Autocrat: The Honorable Lady Tatiana, (Robin Monogue), (719) 532-1686; tatiana@rialto.org

Kingdom Officer's Reports

From The Kingdom Seneschal

Good Day All,

Wonderful changes have occurred in this past month, and I would like to share some of them with you. Comtessa Anne Aliz contacted me with an interesting proposition. She had noticed that many of our smaller shires often have difficulties in putting together and successfully advertising an event. She volunteered to be an advisor to our shires and to be their advocate at the Kingdom Level. Hearing this I immediately asked her to be my Small Group Event Coordinator. Her contact information is on the back page of this newsletter. Please do not hesitate to contact her if you want to put on an event and have questions on where you should start.

There are also some hellos and good-bye's to speak of this month. The Honorable Lord Bjorn Poulson has been our Kingdom's Exchequer for the past two years. In that time he has successfully incorporated a number of corporate financial changes with very little intrusion into our SCA lives. He has passed the torch of his office to Duchess Mikulina who is immensely qualified to take on this office. She brings with her the experience of a past Queen who knows the importance of how our finances are administered. This is also the last issue of the O.H. that The Honorable Lord Duncan MacAllister is responsible for. The Honorable Lord Duncan took on this task two years ago with very little in prior experience, but with a great drive to put out a quality newsletter. I believe he has succeeded. He has provided well in his replacement. Lady Christina McCarty is a Journalism major with significant experience, and will continue the O.H.'s tradition as an outstanding publication.

Mistress Rosalind of Wellmark, our Kingdom Events Coordinator, has been working hard to ensure quality Kingdom level events. She asked that I pass on the information from her office:

Kingdom Events update:

Bids are still needed for kingdom events in 2001, especially for Fall Crown, A&S, and Coronation. Please consider hosting one of these next year, and contact my deputy for Kingdom Events, Mistress Rosalind, if you have questions or need assistance. By the Grace of Their Royal Majesties, Queen's Prize will take place on April 14, 2001. If you wish to participate as an entrant and you do not have a sponsor please contact Comtessa AnneAliz. She will find someone with similar interests to sponsor you. If you are interested in sponsoring and are willing to be referred, also please contact Comtessa AnneAliz. Email, dgr0dm@unm.edu or call (505) 243-7568. The hosting group will be announced soon.

Estrella War draws ever nearer. As always, the Estrella coordinators will need assistance from all willing and able to do so. I strongly encourage those of you who will be traveling to Estrella this year to volunteer in any capacity you can, be it security, water bearing, troll, or any other facet of the war. The more we help Estrella, the more we help ourselves enjoy it that much more. Please lend a hand as often as possible.

As we prepare for war, we will be traveling to war practices all around our kingdom. Often we are returning home tired and sore and not as attentive as we would normally be. I ask all to be careful as you travel. Travel with friends who can switch off driving, and make plenty of rest stops. We recreate a time when the world was not hurried. Let's not let our rush lead to tragedy. Remember, what befalls you can affect the whole of our kingdom.

In Service,

Syr Rhys Afalwin, OP

From the Kingdom Earl Marshal

Greetings Outlanders,

The treaty for Estrella War is printed within this issue. A well-informed fighter is an effective warrior. Read the treaty and understand the various scenarios and rules for combat so that you can make ready for battle in February. For combat archers, the more detailed information on approved missiles for the war should be available in next months newsletter, or can be found at the Outlands website about the war (http://www.unm.edu/~kballar/Estrella/main.html). There will be several war practices held within the Kingdom from now until war. Look for them after your local midwinter and holiday feasts. Prepare your armor, sharpen your weapons and hone your skills for the allies have been chosen and war is near!!!

I would like to make a call to all fighters and supporters of the marshal arts for we are in need of marshals on the field of battle at Estrella war. Anyone who is interested in learning how to field marshal should contact their local knight marshal or authorizing marshals for training and authorization. Marshalling is a wonderful way to serve your kingdom and support your fighters, as well as a great way to see the battles up close.

Fight well and be safe

Duke Hrothgar Manomakh

From the Kingdom Archer-General

Greetings Archers of the Outlands,

I hope you are all having a great Fall season. I encourage all of you to take advantage of local indoor archery ranges. It is so important to keep up your shooting skills during the long cold months of Winter. There are, at least two, competitions being run during this time. Rules for the Midrealm Winter Shoot can be found at: http://web.raex.com/~obsidian/wint.html. Please read the new rules! There has been a change in the dimensions of the wand target. There is also a crossbow competition called der Vogelschutzen. I do not have the information for that right now, but will get it for next month. The final IKAC 2000 scores will also be available next month.

We have a new SCA Archery Marshal. Sir Jon Fit-Rauf has stepped down after many years of service. The new Society Archery Marshal is The Honorable Lord Gwilym o'r Afronydd Tair who comes to us from AEthelmearc. I am grateful for Sir Jon's efforts to further the practice of archery in the Known World and look forward to working with his successor.

It is with great pleasure that I announce the name of the newest Companion of the Order of the Sharparrow - Baron Caomh Beathan Crubach. Congratulations Gentle Ben, well deserved. We also have two new Companions of the Golden Pheon. Lord Dougal McCracken and The Honorable Lady Leofsige O Caoimh have joined the ranks of those recognized for furthering archery in the Outlands. Thank you all for your efforts, without which archery would not happen.

Now, on to rank advancements for the months of September and October:

Open Handbow Division

Marcus von Gallen	Scorpion's Hollow	Yeoman
Daniel Archer the Bear	Dragonsspine	Yeoman
Rachell the Venerable	Dragonsspine	Yeoman

Leif Vagnsson	Windkeep	Bowman
Okami no Arash	al-Barran	Bowman
Corwin of Dunbar	al-Barran	Bowman
Donnachaidh Seaomaighus MacKeith	Dragonsspine	Bowman
Raphael Gioseppi D'Orsini	Windkeep	Bowman
Rachell the Venerable	Dragonsspine	Bowman
Brighid	Dragonsspine	Novice

A note to all Captains of Archery and Deputies - Domesday reports are due NOW! Please give me a summary of the Year's activities and include a list of the active archers in your groups that includes their mundane and SCA names, their membership numbers and expiration dates, the divisions they shoot in, their ranking in those divisions, archery marshal status and their Royal Round averages for the year. Deputies, please let me know what problems you have dealt with during the year and suggestions for improving the program.

Thank you all for your great efforts during the past year and have a wonderful (and safe) holiday season.

Yours In Service,

The Honorable Lady Ailinn Shadowfox

From the Outgoing Kingdom Chronicler

Well, here it is, December. This is my last issue of the *Outlandish Herald* (and it shows, huh....pretty horrendous). The change-over of office will occur (or did occur) at Windkeep's Hunter's Feast. I will (or did) make many 'Thank you's' there, but there are some that I wish to put here: First and foremost I would like to thank the entire populace of the Outlands. This newsletter was my labor of love to all of you, and without your support and encouragement, I'd have found it difficult to go on sometimes. I'd like to thank the various Crowns I have served under; from Hrothgar II and Madigan to Their Majesties Ceasan and Vanna. You have all worked with me and understood my need for things like letters at difficult times. To all the Kingdom Officers I have worked with, you, too were very understanding when it came to reports. You were always quick to respond when I asked for reports (even if it was to say you had no report to give), and that made my life easier. And, to all the groups of the Outlands, a big thank you. Through your generosity to this newsletter, your donations helped me to run this newsletter for my entire tenure without ever once having to request extra money from the Kingdom coffers. I hope that your generosity will continue towards my successor, as I am sure she will only make your newsletter better than ever.

This has been a long ride, and I am sorry to see it end. When I took this office over in October of 1998 all I wanted to do was make a difference and give this great Kingdom a newsletter that was useful, informative and one that it could be proud of. I sincerely hope that in these two years, I have succeeded. Only you, the populace, know that answer for sure.

Thank you, Outlands for a fun and exciting ride.

In service,

The Honorable Lord Duncan MacAllister

XXIII Annual InterKingdom Archery Competition

For the past two years I've had the honor and pleasure of being Keeper of the IKAC. Unfortunately the time has come for me to step down. I am accepting applications now and I will step down and hand over the reins January 2001. Applications can be in the body of an e-mail or as a Word, RTF or text attachment. Send applications to ikac@dellarco.com with "Application" in the subject line. Applications should include Mundane and SCA name, mailing address, phone number and e-mail address, as well as your SCA resume. Candidates need to have a computer capable of sending and receiving e-mail attachments and experience with either a database or spreadsheet application. Application deadline is 31 December 2000.

As Keeper of the IKAC your duties will include receiving and recording scores, sending out monthly reports, updating the rules, interpreting the rules and providing medallions for the victorious archers at the end of the season.

Of course I will help the new Keeper in his/her first year just as Sir Jon helped me and I will be responsible for any issues that arise before January 1st.

I made the difficult decision to resign because my mundane life has left me very little free time, even on the weekends. My responsibilities as a software developer these last 18 months have grown considerably and the project deadlines get shorter all the time. This doesn't leave me much time or energy at the end of the day to put towards my IKAC duties.

Early on I was asked, "Why do we shoot the IKAC?" At first I found it a difficult question to answer. There are hundreds of archers competing in the IKAC and what single, unifying reason could I find? I revisited the question again and the answer quickly became self-evident. We, the archery community, are a strong fraternity, for though there are many Kingdom conventions regulating the other SCA martial arts within their lands, the eloquent simplicity of the stick and string allows us to compete against our peers on a range without borders. That, for me, is the essence of the IKAC.

The Southern Hemisphere season ended September 1st and will start again December 1st. If you haven't sent in your IKAC score sheets, please do so now.

The Northern Hemisphere season ends December 1st. Please send me your score sheets soon after so I can send the final standings back to the Kingdom Archery Marshals in time for Twelfth Night.

Below are the top scores as of October 22nd. Scores received after that time will appear in the next report.

Signore Giovanni dell'Arco
Keeper of the InterKingdom Archery Competition
ikac@dellarco.com

XXIII ANNUAL INTERKINGDOM ARCHERY COMPETITIONS

IKAC Open Division standings as of 10/22/00 are:

1) AN TIR 300.0; Andras the Truemark 323, Vladimir Esves 298, Eric McLost 279. 2) MIDDLE 287.7; Robert Thorne 314, Master Grant Graeme de Mentieth 280, Baron Gareth Thorne 269. 3) EAST 264.7; Lorenzo il Confuso 333, Mistress Ygraine of Kellswood 289, Lord Rupert the Unbalanced 172. 4) CALONTIR 228.0; Leif of Crescent Moon 251, Uluric of Silvertree 230, Daniel of Arrownock 203. 5) WEST 224.0; Sabine (Lochac) 235, Mercurio (Lochac) 219, Sigmund (Lochac) 218. **6) OUTLANDS 222.7**; Ian Lindsey-MacRae 240, John the Grizzly 218, Rand the

Tracker of Oak Hollow 210. 7) ANSTEORRA 204.0; Lord Robert of Yorkshire 219, Walter the Fletcher 200, Don Sebastian 193. 8) ATLANTIA 203.3; Collum Marksiwell 208, Gregge the Archer 204, Sir Tnek the Ainissestor 198. 9) TRIMARIS 180.7; Sir Erika Bjornsdotter 206, Cennydd Robyn Hawkewood 172, Mar of Unst 164. 10) DRACHENWALD 176.7; Owen Iskander 182, Tassilo von Rabennest 176, Terafan Greydragon 172. 11) CAID 162.0; Liadan of Seahaven 188, Thomas Blacksheep 188, Igor 110. 12) ARTEMISIA 109.0; Godwin of Arn Hold 122, Lord Elfwine of the Longbow 118, Daniel of Loch Salann 87.

IKAC Open Crossbow Division standings as of 10/22/00 are:

1) MIDDLE 316.7; Robert Thorne 324, Lord Allen of Caerlaverock 315, Master Fritz Bare 311. 2) ATLANTIA 210.7; Earl Mika Longbow 250, Viscount Karl Helweg 239, Sir Gotfried of Frisia 143. 3) CALONTIR 189.0; HL Lynette Davejean 225, Michael vanBergen 174, HL Hugh Prescott 168. 4) AN TIR 184.3; Eric de Dragonslaire 217, Aleksei Zateev 193, Thomas Bowyer 143. 5) ARTEMISIA 174.3; Lord Duncan Wallensis 188, Lady Arwen DeRedvers 184, Lord Gregor Wallensis 151. 6) ANSTEORRA 163.7; HL Roger Bagley 194, Don Sebastian 170, Plachoya Sobaka 127. **7) OUTLANDS 154.0**; Rosalind of Wellmark 193, Eric Morrison of Thistlekeep 147, Duncan MacAllister 122. 8) WEST n/a; Abner de Plunkett 170, Decima 38. 9) EAST n/a; Master Li Kung Lo 295. 10) TRIMARIS n/a; Caonate 49.

IKAC Period Division standings as of 10/22/00 are:

1) AN TIR 242.0; Andras the Truemark 286, Loric MacLoughlain 230, Aleksei Zateev 210. 2) WEST 153.3; Joseph de la Tour 218, Abner de Plunkett 144, Koranada Tomadashi 98. **3) OUTLANDS 146.0**; HL Steitan de Bogenschutz 166, Augustus the Piper 146, Baron Coamhe Beathan Crubach 126. 4) ATLANTIA 70.0; Viscount Karl Helweg 108, Lord Valen Ravenwood 76, Lady Sorcha Inghean Eilidh 26. 5) MIDDLE n/a; HL Eve Stoneheart 214, James Cunningham 114. 6) CAID n/a; James of the Lake 122, Katherine of Anglsey 114. 7) ANSTEORRA n/a; HL Gilbert Ost Westley 118, Plachoya Sobaka 86. 8) DRACHENWALD n/a; Harkon von Heldeberg 100. 9) CALONTIR n/a; Michael vanBergen 78. 10) ARTEMISIA n/a; Lord Callum Lamond 58.

IKAC Period Crossbow Division standings as of 10/22/00 are:
(top ten shown, top three receive medallions at end of season)

1) Robert Thorne 400, MIDDLE
2) James Cunningham 298, MIDDLE
3) HL Marcus Caruana 286, MIDDLE
4) Lord Allen of Caerlaverock 276, MIDDLE
5) Master Li Kung Lo 274, EAST
6) Earl Mika Plunkett 264, ATLANTIA
7) Abner de Plunkett 216, WEST
8) Don Sebastian 208, ANSTEORRA
9) Aleksei Zateev 188, AN TIR
10) Gregge the Archer 182, ATLANTIA

IKCAC standings as of 10/22/00 are:

1) ANSTEORRA 220.0; HL Gilbert Ost Westley 236, Don Sabastian Frobroshire 228, HL Roger Bagley 196. 2) AN TIR 142.0; Sara de Bonneville 172, Tayodric 129, Alan Fletcher 125. 3) ATLANTIA 85.7; Steve Riley 119, Bobbe Herman 90, Deborah Burgin 48. 4) WEST n/a; Joseph de la Tour 186, Iosef Braun 123

From the Compleat Anachronist

Greetings unto the folk of the Known World, royal, noble, and gentle, from your humble Mistress Elisabeth MacAlester of Kintyre.

For nearly three years past it has been my honor, and my joy, to hold the Office of Editor of the Compleat Anachronist (CA) monograph series. But my time has now ended, and as I step down, I must announce several changes to the office.

With the blessing of the Society's Office of Communications and Board of Directors, CA will be moving from a bimonthly to a quarterly publication. This change has been undertaken for the following reasons:

o The CA does not generate enough revenue to cover printing and mailing expenses. Given the Society's current financial position, it cannot continue to subsidize a publication that, however, worthy, reaches only a fraction of the membership.

o The number of submissions to the CA has decreased. It is my belief that this is in part due to the ease of publishing on the World Wide Web, and in part due to lack of time for serious research on the part of the Society membership.

o Publishing six issues a year is a tremendous burden on the Editor. As far as I have been able to determine, in the 18-year history of this publication, no Editor has ever left this office fully caught up on the number of issues published. Reducing the burden to four issues per year will, I hope, enable future Editors to publish high-quality material and remain on schedule, without sacrificing their marriages, day jobs, or sanity.

My successor, Lady Karen Larsdatter, brings incomparable energy and skill to the position, and I look forward to seeing her good works. From now on, please send all manuscripts, inquiries, and other correspondence to her at:

Karen G. Harris, 19942 Upland Terrace, Ashburn, VA 20147-2757, (703) 858-4664, caeditor@sca.org

With Lady Karen's kind permission, as well as that of the Society's Office of Communications and Board of Directors, I will move to the position of Reprints Editor for CA. In that capacity, I will report to the Editor and be responsible for reviewing, revising, and when appropriate, discontinuing, previously published issues of the CA, in much the same manner as the CA Editor addresses new issues. If you have comments on a previously published issue, or would like to revise an issue, please contact me at careprints@sca.org. Please note that first preference for revising a publication will be to the original author(s) of the pamphlet.

I would also beg your leave to thank the wonderful authors, illustrators, and reviewers who made my term of office a constant delight. And I would also beg those good gentles to forgive me for not mentioning each by name for, if I did, the list would fill an issue of this newsletter. But I would be remiss indeed if I failed to offer thanks to those who helped me so much in the intangible aspects of this position--Renee Signorotti, THL Heirusalem Chrystoma, Mu'allim Rabah az-Zafar, Mistress Eilis O'Boirne, Duchess Melisande de Belvoir, and Mistress Deirdre O'Siodhachain. Without your kind assistance, I would still be laying out my first issue. Finally, I must also offer up thanks to my noble husband, Master Findlaech mac Alasdair, for his endless patience, quiet wisdom, and sterling technical support.

Estrella Treaty

TREATY FOR ESTRELLA WAR XVII AT SCHNEPF FARMS
Last Revised 10/28/2000

I. STATEMENT OF PURPOSE

The Estrella War XVII at Schnepf Farms shall be fought by the Principal Armies of the Kingdom of Atenveldt, the Kingdom of Caid, the Kingdom of the Outlands, and the Kingdom of Artemisia. It is designed to allow the Kingdoms of the Knowne World to gather together, that they might form closer relations with one another under the scenario of a medieval war.

Estrella War XVII at Schnepf Farms shall be held on February 14 through 19, 2001 as a two sided war fought between the following two Allied Realms:

A. Allied Realm I shall be composed of the Kingdom of Atenveldt and the Kingdom of the Outlands and their allies.
B. Allied Realm II shall be composed of the Kingdom of Caid and the Kingdom of Artemisia and their allies.

II **BINDING LAWS**

A. This treaty shall have the force of law upon all who attend, subject to the hierarchy of law outlined in Corpora.

B. Changes to this treaty shall be accomplished by agreement of the Principal Monarchs.

C. Site Rules will have the force of law upon all who attend. These rules will be published in the handouts provided at the front gate.

III. **MARSHALING**

A. Number of marshals provided by each Principal Kingdom:

1. There shall be no less than nine (9) Marshaling Teams consisting of one Warranted Marshal from each Principal Kingdom. The total number of Marshaling Teams shall be an uneven number. There shall be one Senior Marshaling Team that includes the Earl Marshal from each Principal Kingdom.
2. A minimum of one (1) authorized marshal shall be required per 25 combatants. Each Allied Realm must provide sufficient marshals for their forces. If the Earl Marshals of the Principal Kingdoms determine that they do not have sufficient Marshals, the Crowns of the Principal Kingdoms may pull Knights/Marshals from combat to fulfill the requirement for marshals.

1. Marshaling Teams may remove any combatant from the current battle for misconduct including: excessive blow force and/or failure to acknowledge acceptable blows, cheating, safety reasons, breaking fighting conventions or weapon standards. The Senior Marshaling Team may remove any combatant from the field for the duration of the war for just and stated cause. All decisions may be appealed to the Principal Monarchs.

2. All marshals may bring to the attention of the Senior Marshaling Team any of the above actions.

3. The Earl Marshals, or their appointed deputies, will:

1. Inspect all two handed weapons. No uncapped fiberglass poles will be allowed on the field.
2. Inspect all thrusting tips. No low-profile stabbing tips shall be allowed.
3. Inspect all combat bows, combat crossbows, combat arrows and all thrown missile weapons.

4. Failing weapons must be fixed at marshal's point, or held at marshal's point for the duration of the war.

5. A fighter found using a failed or non-inspected weapon shall have the weapon pulled from combat, and the fighter shall be excluded from combat for the term of the war.

6. The Earl Marshals of the Principal Kingdoms shall be responsible for staffing and running Marshals Point for armor and weapon inspections as follows:

1. Combat bows and arrows may only be inspected by a marshal designated by the Earl Marshal of a Principal Kingdom to inspect combat archery weapons. No other marshals may inspect combat archery weapons. An area will be designated at Marshals Point for Combat Archery inspection.

2. Marshals point shall be staffed as follows:
   - Thursday, February 15, 2001
     - 8:00 a.m. to 11:00 a.m. – Kingdom of Atenveldt
     - 11:00 a.m. to 2:00 p.m. – Kingdom of Caid
     - 2:00 p.m. to 5:00 p.m. – Kingdom of Artemisia
     - 5:00 p.m. to 8:00 p.m. – Kingdom of Outlands
   - Friday, February 16, 2001 from 7:00 a.m. to 9:00 a.m. – All four (4) Principal Kingdoms
   - Saturday, February 17, 2001 from 7:00 a.m. to 9:00 a.m. – All four (4) Principal Kingdoms

7. All Marshals are required to attend a pre-scenario Marshals Meeting to be held at the discretion of the four Earl Marshals so as not to delay the beginning of battles on Friday. No marshal shall head a Marshals Team unless they have attended the pre-scenario Marshals' Meeting.

8. No participant may fight and marshal in the same battle.

9. No marshal shall be on the field without the consent of all Principal Monarchs (Kingdom Earl Marshals excepted).

10. Two marshal's points shall be established in the Battle Pit. These shall include porta-potties and shall not be the same as the Resurrection Points.

IV **WEAPONS/ARMOR STANDARDS**

1. Armor, weapons and safety standards for each combatant shall be of their Kingdom of residence. However, Society minimum requirements as spelled out in the 2000 Society Marshals' Handbook will be strictly enforced. Also, as face thrusts shall be allowed, armor standards must reflect this.

2. The following maximums shall apply:
   - Spears shall not exceed nine feet in length.
   - Polearms shall not exceed seven and a half feet in length.
   - Mass weapons (great swords, maces, etc.) shall not exceed six feet in length.

3. All single-handed primary weapons must have a lanyard or equivalent. No low profile stabbing tips shall be allowed.

4. Combat Archery

1. All archers must be fully armored/ full-contact combatants.
2. Special guidelines shall be applied for Estrella War XVII Combat Archery as follows:
   a) Combat arrows must be of golf-tube type or of Estrella-approved fiberglass shafted type.
   b) Bows firing:
      - Golf-tube arrows must be no greater than 50 pound draw weight. Bows of greater than 30 pound draw weight must be marked with red tape for the top six inches.
      - Fiberglass-shafted arrows must be of no greater than 30 pound draw weight.

      Crossbows:
      - Must use golf-tube type or an Estrella-approved fiberglass-shafted type bolt.
      - Shall not be greater than 1000 inch pound draw.
5. The Earl Marshals of the Principal Kingdoms shall publish the definitions of Estrella-approved arrows and bolts in all Principal Kingdoms by December 1, 2000.

5. All SCA-legal throwing weapons shall be allowed.

6. Siege Weapons:

1. All siege weapons must be inspected on Thursday, February 16, 2001 at a time and location to be announced by the Principle Monarchs and the Earl Marshals. Late arrivals may appeal to their Principal Monarchs to arrange for a later inspection.
2. Siege weapons shall only be considered if accompanied by documentation showing the use of comparable siege weapons in the medieval period. The more documentation provided, the stronger the possibility of the use being approved.
3. If at the close of this inspection an extreme imbalance exists between the sides, the Principal Monarchs and Earl Marshals may divide accepted siege weapons between the two Allied Realms for use for the term of the War.

7. Any weapon deemed unsafe by a consensus of the Principle Monarchs and the Earl Marshals shall not be permitted on the field. Failed weapons shall be held at marshal's point for the term of the war.

V. FIGHTING CONVENTIONS

1. Face thrusts shall be allowed.

2. Killing from behind shall be allowed. The attacker must stay with the victim for a minimum of two seconds and say something equivalent of "You are dead from behind m'lord". The victim should accept the blow as soon as either the polearm is placed on the shoulder or the weapon is placed in view of the victim.

3. Killing on the ground shall be allowed. The attacker must say something equivalent to "You are dead on the ground, my lord" to a prone or immobilized victim on the ground.

4. Siege Weapons: SCA safe medieval siege weapons (i.e. catapults, ballistas, etc.) approved by the Principal Monarchs and Earl Marshals shall be allowed as explained in the scenarios in Section VIII as follows:

1. They may be used against troops, breachable castle walls, or other siege weapons.
2. Five (5) projectile hits hitting a breachable wall shall destroy the breachable wall.
3. One (1) projectile hit impacting the siege weapon, or landing within the footprint of the siege weapon, shall destroy the siege weapon.
4. If combatants are struck by a projectile from a siege weapon, they shall judge the blow as if hit by combat archery.
5. Captured siege weapons shall be assumed "destroyed" for the remainder of that battle.
6. Gleaning will not be allowed.

5. Combat archery shall be allowed as explained in the scenarios in Section VIII as follows:

1. The standard SCA legal killing zone shall apply for combat archery except shots to the back are not allowed.
2. An arrow striking the legal killing zone with a non-glancing blow shall apply (arms and legs don't count).
3. Gleaning will not be allowed.
4. Archers may not share arrows (they may only shoot munitions approved for their use with their weapons).
5. Combat arrows must be inspected between scenarios. The marshals shall establish a Combat Arrow Inspection Point in each of the two (2) Marshals' Points in the Battle Pit to allow inspection of combat arrows between scenarios.

VI. WAR POINTS

3.5 War Point(s) shall be awarded for Friday Battles explained in Section VIII.
Between 6.5 and 9.5 War Point(s) shall be awarded for Saturday Battles in Section VIII.
Between 4 and 7 War Point(s) shall be awarded for Sunday Battles in Section VIII.
3 War Point(s) shall be awarded for the Arts & Sciences as explained in APPENDIX A
3 War Point(s) shall be awarded for Archery Scenarios as explained in APPENDIX B
3 War Point(s) shall be awarded for Rapier Scenarios as explained in APPENDIX C

MINIMUM WAR POINTS TO BE AWARDED: 23
MAXIMUM WAR POINTS TO BE AWARDED: 29

The Allied Realm with the most War Points at the end of the event shall be declared the winner of the War.

VII RULES FOR SCENARIOS

1. If the Crowns of the Principal Kingdoms find a severe imbalance in the size of the armies, they may choose to correct it.

2. It is the intention of the Principal Kingdoms to allow no more than 15 minutes between the scenarios.

3. Start times for scenarios shall be as follows:

1. On Friday, armies of both Allied Realms must be mustered on the field and ready to begin combat by 9:00 a.m., with the first battle starting at 10:00 a.m.
2. On Saturday, armies of both Allied Realms must be mustered on the field and ready to begin combat by 9:30 a.m., with the first battle starting at 10:30 a.m.
3. On Sunday,
   - Combatants in the Friendship Battle should be prepared to begin combat at 9:30 a.m.
   - The armies of both Allied Realms must be mustered on the field by 9:00 a.m., with the first battle starting at 10:00 a.m.

4. Battles will begin when stated, at the sounding of an air horn. Three short blasts will signal fifteen minutes to lay-on. Two short blasts shall signal ten minutes to lay-on. One short blast shall signal five minutes to lay-on. Lay-on shall be one long blast with a verbal "lay-on!" from the marshals.

5. No troops from either side shall be permitted to enter the battlefield after the five-minute horn has sounded, but will be allowed entry at the end of the current battle.

6. General holds will only be allowed for severe injuries or a helmet coming off. When a general hold is called, combat shall cease. Any person, including a marshal, who calls hold for any reason other than those stated above will be ejected from the fighting field and dealt with under the provisions of Section III.B.

7. Local holds may be used in the Resurrection Battles at the discretion of the marshallate.

8. All boundaries shall be hard defined and made known to all marshals.

VIII BATTLES

I. BATTLE PIT RULES AND SETUP

Scenarios fought in the Battle Pit shall be governed by the following special rules:

1. Several spectator areas, and the north road, shall be designated for spectators. Spectators shall not be allowed outside of these designated areas.
2. Two rest areas including porta-pottys shall be established in the Battle Pit.
3. Individuals allowed in the fighting area of the Battle Pit will be limited to:
   - Reigning Crowns, Coronets and Their Heirs
   - Fighters
   - Marshals
   - Waterbearers
   - Chiurgeons.
9. Waterbearers must be 16 years or older to work in designated fighter areas. Waterbearers younger than 16 may only work in designated spectator areas.
10. A designated drop off/parking area will be clearly identified for use by fighters arriving and leaving the Battle Pit.
11. A limited, designated fighting area will be clearly identified within the Battle Pit. No one shall be allowed outside this designated area for any purpose.
12. A fixed terrain shall be established in the Battle Pit for use in scenarios

I. FRIDAY

1. SCENARIO 1: TRADITIONAL OPEN FIELD BATTLES

Location: Open field next to the Battle Pit.

Scenario: At 10:00 a.m. on Friday, three traditional open field battles will be fought between the Allied Realms. Fighting shall include all fighters on the field at the time the field is closed for combat. The forces of the Allied Realms shall start on opposite sides of the field, with positions for the first battle determined by a coin toss. Allied Realms will change starting positions after each battle.

Siege Weapons and combat archery will not be allowed.

War Points: Fighting shall be until the last man standing. The Allied Realm winning each battle shall be awarded victory and one-half (1/2) War Point. Total war points for the scenario: 1.5 points.

The Allied Realm awarded one (1) or more War Points for this scenario shall determine the starting position for their forces in Scenario 2.

2. SCENARIO 2: DEFILE BATTLE I

Location: Defile area behind summit in battle pit.

Thirty (30) minutes after the end of Scenario 1, a Defile Battle shall be fought between the Allied Realms. The Allied Realm awarded one (1) or more War Points for Scenario 1 shall select a position at one end of the Defile. The opposing Allied Realm shall be positioned at the other end of the Defile.

Siege Weapons and combat archery will not be allowed.

War Points: Fighting shall be until the last man standing. The Allied Realm winning the battle shall be awarded victory and one (1) War Point.

The Allied Realm awarded the War Point for this scenario shall determine the starting position for their forces in Scenario 3.

3. SCENARIO 3: SIX-FOOT-AND-UNDER OPEN FIELD RESURRECTION BATTLE

Location: Broken Field in back of the Battle Pit within set boundaries established by marshals.

Scenario: A forty-five (45) minute timed resurrection battle will be fought between the Allied Realms in the Battle Pit. Fighting shall include all fighters on the field at the time the field is closed for combat. The forces of the Allied Realms shall start on opposite sides of the field, with positions determined the Allied Realm awarded the War Point in Scenario2. One Resurrection Point shall be established for each Allied Realm.

Siege Weapons shall not be allowed. Combat archery shall be allowed, but gleaning of arrows shall be prohibited. All weapons on the field shall be restricted to six feet or less in length.

War Points: The Allied Realm having the most fighters remaining after 45 minutes has passed shall be awarded victory and one (1) War Point. Total war points for the scenario: 1point.

I. SATURDAY

1. SCENARIO 4: BROKEN FIELD BATTLES IN THE BATTLE PIT

Location: Broken field in back of the Battle Pit within set boundaries established by marshals.

Scenario: At 10:30 a.m. on Saturday, three traditional broken field battles will be fought between the Allied Realms. Fighting shall include all fighters on the field at the time the field is closed for combat. The forces of the Allied Realms shall start on opposite sides of the field, with positions for the first battle determined by a coin toss. Allied Realms will change starting positions after each battle.

Siege Weapons and combat archery will not be allowed.

War Points: Fighting shall be until the last man standing. The Allied Realm winning each battle shall be awarded victory and one-half (0.5) War Point. Total war points for the scenario: 1.5 points.

2. SCENARIO 5: DEFILE BATTLE II

Location: Defile area behind summit in battle pit.

Scenario: This Defile Battle is identical to Scenario 2 except the Allied Realm defeated in Scenario 1 on Friday shall select their starting position (the Allied Realm that did not choose position for the Defile Battle on Friday selects their starting position on Saturday).

War Points: The Allied Realm winning this battle shall be awarded victory and one (1) War Point.

The Allied Realm awarded the War Point for this scenario shall determine the starting position for their forces in Scenario 6

3. SCENARIO 6: RESURRECTION/LAST MAN STANDING CASTLE BATTLE I

Location: Castle area in battle pit.

Castle Setup at Start of Battle: A "Mott and Bailey" style castle shall exist with the following features:

a. The **Mott** shall include:
- Phaedra's Gate [main gate to Mott]. Phaedra's Gate shall be open at the start of the battle.
- One (1) breachable point in the west wall, and one (1) breachable point between the silt hill and the Moon Gate entrance to the Bailey. These may only be breached by five (5) hits from a Siege Weapon.
- A War Point Banner shall be positioned in the Mott.

i. The **Bailey** shall include:
- Moon Gate [gate in the southwest corner]. The Moon Gate shall be open at the start of the battle.
- Sun Gate [gate in southeast corner used as Sally Port for Estrella War XVI]. The Sun Gate may only be used as a dead-out.
- Otto's Gate [gate in northeast corner used as a dead-out for Estrella War XVI]. Otto's Gate will begin closed, and may not be opened by Siege Weapons. Once the defending Allied Realm uses Otto's Gate to exit, the gate is considered open and remains open for the duration of the battle.
- A War Point Banner shall be positioned in the Bailey.

Redoubt/Tower Setup at Start of Battle: Three (3) redoubts or towers shall be placed before the castle. Each redoubt shall be no less than 50 feet by 50 feet square and shall have:

- A sally port door wide enough for single file exit from the interior is located in the wall farthest from the castle. This door will start closed, but once opened by the defending Allied Realm to exit, the gate is considered open and remains open for the duration of the battle.
- Three (3) assaultable walls (the wall with the door is not assaultable).
- A target placed in the center of each tower.

Scenario: A forty five (45) minute timed resurrection battle shall be fought between the Allied Realms, with fighting continuing to the last man standing following the 45 minute mark. War Points shall be awarded for Banner possession, for the last man standing and for the last man standing in each non-destroyed redoubt/tower. Fighting shall include all fighters on the field at the time the field is closed for combat.

The Allied Realm awarded the War Point in Scenario 5 shall determine whether their forces shall be positioned as a Defending or Assaulting force as follows:

- The **Defending** force shall begin positioned within (in possession of) both the castle and the three (3) redoubt/towers, with no more than 30 combatants (including archers) inside each redoubt/tower.

- The **Assaulting** force may be positioned in the mouth of the Defile facing the castle and/or any position 100 yards from the castle wall. This Allied Realm shall also be given 6 scaling ladders (represented by small markers) to be used to assault and breach the walls of the redoubts/towers.

Resurrection Points: There shall be two Resurrection Points.

- The Allied Realm positioned within the castle shall have a Resurrection Point at the back of the castle.
- The Allied Realm attacking the castle shall have a Resurrection Point at their starting position in the battle.

Resurrected fighters may only re-enter the battle at the 15, 30 and 45-minute marks (measured from the start of battle). There shall be no resurrections allowed after the 45- minute mark.

Weapons: Siege Weapons and combat archery will be allowed. Arrow gleaning is not allowed.

Mott & Bailey Fighting Guidelines:

a. Phaedra's Gate [main gate to Mott] and the Moon Gate [gate in the southwest corner of the Bailey] shall be open at the start of the battle.
b. Otto's Gate [gate in northeast corner of the Bailey] will begin closed, and may not be opened by Siege Weapons. Once the Defending Allied Realm uses Otto's Gate to exit, the gate is considered open and remains open for the duration of the battle.
c. The two (2) breachable points in wall of the Mott may only be breached by five (5) hits from a Siege Weapon.
d. Indirect fire from siege weapons will be allowed over castle walls.
e. One-half (0.5) War Point shall be awarded to the Allied Realm holding the Mott War Banner and one-half (0.5) War Point shall be awarded to the Allied Realm holding the Bailey War Banner at the 15, 30 and 45 minute marks of the battle.

Redoubt/Tower Fighting Guidelines:

a. Archers inside the redoubt/tower may fire over the walls at any target outside the tower.
b. Archers outside the redoubt/tower may fire over the walls at any standing fighter or at any archer (standing or kneeling) inside the tower. Kneeling fighters (not archers) shall be considered crouching behind cover
c. The assaultable walls may only be breached by:
   - Three hits on the target (located inside in the redoubt/tower) from a Siege Weapon This shall breach one wall – the wall facing the direction of the last shot.
   - An attacking force assaulting the walls of a redoubt with a scaling ladder. The assaulting force may place the ladder on any assaultable wall of a redoubt. With a ladder in place, the attacking force may then enter the redoubt in single file through that wall.

i. The defending army may not remove a scaling ladder placed on a wall as long as combat is taking place. If no combat is taking place in the immediate area, a ladder placed on an assaultable wall may be moved by either side.
j. A redoubt/tower may be destroyed by five hits on the target placed in the center of the tower by a Siege Weapon. All fighters in the redoubt/tower at the time of the fifth hit shall be considered dead, regardless of the Allied Realm to which they belong. No War Points shall be awarded for a destroyed Redoubt/Tower.
k. One (1) War Point shall be awarded for possession (last man standing) in each Redoubt/Tower that is *not* destroyed.

War Points: At the 15 minute, 30 minute and 45 minute marks, the Allied Realm holding the Mott War Point Banner shall be awarded one-half (0.5) War Point, and the Allied Realm holding the Bailey War Point Banner shall be awarded one-half (0.5) War Point. One (1) War Point shall be given to the Allied Realm with the last man standing in the battle (Mott, Bailey or Redoubts). The Allied Realm with the last man standing in a Redoubt/Tower will also be awarded one (1) War Point for possession of that Redoubt/Tower (no points shall be awarded for a destroyed Redoubt/Tower).

Minimum War Points for this scenario: 4 points. Maximum War Points for this scenario (based on possession of non-destroyed Redoubts/Towers): 7 points

I. SUNDAY

1. SCENARIO 7: FRIENDSHIP BATTLE

Location: Open field adjacent to the Battle Pit.

Scenario: At 9:30 a.m., three(3) Friendship Battles shall be fought between the four Principal Kingdoms and their allies to celebrate the Glory and Honor of Friendship. Each Principal Kingdom shall select 10 fighters, to include no more than five members of the Chivalry, to fight together as the forces of the Principal Kingdoms. The Allied Kingdoms which are not Principal Kingdoms for the War shall assemble 40 fighters, to include no more than 20 members of the Chivalry, and assemble on the opposing side. Fighting shall be to the last man standing for each of the three battles.

Siege Weapons and combat archery shall not be allowed.

War Points: No war points shall be awarded, but the side winning two of the three battles shall be awarded victory.

2. SCENARIO 8: RESURRECTION/LAST MAN STANDING CASTLE BATTLE II

Location: Castle area in battle pit.

Scenario: At 10 a.m. on Sunday, a Resurrection/Last Man Standing Castle Battle identical to Scenario 6 shall be fought except the Defending and Assaulting Allied Realms shall reverse starting positions (the Allied Realm in the Defending position on Saturday shall take the Assaulting position on Sunday).

War Points: At the 15 minute, 30 minute and 45 minute marks, the Allied Realm holding the Mott War Point Banner shall be awarded one-half (0.5) War Point, and the Allied Realm holding the Bailey War Point Banner shall be awarded one-half (0.5) War Point. One (1) War Point shall be given to the Allied Realm with the last man standing in the battle (Mott, Bailey or Redoubts). The Allied Realm with the last man standing in a Redoubt/Tower will also be awarded one (1) War Point for possession of that Redoubt/Tower (no points shall be awarded for a destroyed Redoubt/Tower).

Minimum War Points for this scenario: 4 points. Maximum War Points for this scenario (based on possession of non-destroyed Redoubts/Towers): 7 points

3. SCENARIO 9: BROKEN FIELD RESURRECTION BATTLE

Location: Broken field in back of the pit within set boundaries established by marshals.

Scenario: An optional traditional one hour timed broken field resurrection battle will be fought between the Allied Realms. The forces of the Allied Realms shall start on opposite sides of the field, with positions for the battle determined by coin toss. One Resurrection Point shall be established for each Allied Realm.

Siege Weapons will not be allowed. Combat archery shall be allowed. Gleaning of arrows shall be prohibited.

War Points: No war points shall be awarded, but the side with the greatest force remaining after one hour shall be awarded victory.

IX ARTS & SCIENCES COMPETITION
The Arts & Sciences Competition shall be conducted as explained in Appendix A.

X ARCHERY COMPETITION
The Archery Competition shall be conducted as explained in Appendix B.

XI RAPIER COMPETITION & COMBAT RULES
The Rapier Competition shall be conducted as explained in Appendix C using the "Rapier Combat Rules & Weapons Standards For Estrella War XVII" as published on the Estrella War XVII website.

XII. ANNOUNCEMENTS

1. No announcements regarding scenarios, competition, scoring, or war points may be made without the consent of the Principal Monarchs, and/or Their representatives. (Which is to say, Earl Marshals, or Ministers of Arts, Archery, or Rapier may make agreements regarding their areas of authority, subject to the policies of their respective Monarchs.)

2. All announcements regarding scenarios, competition, scoring, or war points shall be simultaneously disseminated to the newsletters of the Principal Kingdoms.

Agreed this 28th day of October, Anno Societatis Thirty Five, being the Year Two Thousand in the Common Era.

MATHIAS
Rex, Atenveldtus
JOHNATHAN
Crown Prince, Atenveldt
GUILLAUME
Rex, Caid
IVAN
Crown Prince, Caid
KYNAN
Rex, Outlands
CEASAN
Crown Prince, Outlands
SEAN
Crown Prince, Artemisia

SAROLTA
Regina, Atenveldtus
ETAIN
Crown Princess, Atenveldt

ELEANOR
Regina, Outlands
VANNA
Crown Princess, Outlands
CARYN
Crown Princess, Artemisia

APPENDIX A: ARTS AND SCIENCES WAR POINT LAST REVISED: 10/28/2000

SECTION I. – RULES AND JUDGING CRITERIA

1. There shall be three (3) categories for the Arts and Sciences War Point Competition. The Ministers of Arts and Sciences from the principal Kingdoms have agreed upon the following three (3) categories:
   - **Ceramics** – defined as any product of ceramic manufacture that is appropriate to the period of SCA interest.
   - **Scientific Instruments** – defined as any scientific instrument/tool that is appropriate to the period of SCA interest.
   - **Hats** – defined as a head covering with a shaped crown and brim that would have been appropriate to the period of SCA interest (not a headdress or cap).
3. Each entrant is allowed only one entry per category. Multiple entrants for one entry are permissible, but said entry counts as each persons one entry in the category. For example, if a tournament chair has been entered and 3 people worked on it, the chair is the one entry allowed for each of those 3 people in that category.
4. No entry may be entered which has been previously entered in an official Estrella War Arts and Sciences War Point Competition.
5. Each entry must include written documentation. Documentation shall not exceed five (5) pages in length. Additional pages for bibliographies and attachments (i.e. pictures, etc.) are permissible.
6. All entries must be registered at the time designated to be eligible to compete.
7. Only completed articles, or portions of a work in progress that are complete, will be judged.
8. Each entry shall be judged using a point based system with five (5) judging criteria used. Each criteria is worth up to ten (10) points. The judging criteria are as follows:
   a. Documentation
   b. Complexity and/or Difficulty of Piece
   c. Workmanship
   d. Aesthetic Quality
   e. Creativity and/or Authenticity.
9. There shall be four judges for each category consisting of one judge from each of the principal Kingdoms. Each entry will be judged on the judging sheets provided. The sheets will be tabulated and the entry shall be awarded its combined total points. The category winner shall be determined by the entry with the highest score.
10. Three War Points shall be awarded, with one War Point awarded to the Allied Realm winning each category.
11. Entrants must be informed of disqualification of their item at the time of registration. Disqualification of an item may be appealed to the Principal Monarchs.
12. The Ministers of Arts and Sciences from the Principal Kingdoms shall finalize the Judging Forms for the Competition by January 1, 2001. Members of the populace may request copies of judging forms from their respective Ministers of Arts and Sciences.

SECTION II. - SCHEDULE OF ARTS AND SCIENCES WAR POINT

The Arts and Sciences War Point competition shall be held on Saturday, February 17, 2001. Registration of entries shall commence at 8:00 a.m. and conclude at 12:00 p.m. (noon). Judging shall commence at 1:00 p.m. and continue until all entries have been judged. Entries shall remain displayed until 6:00 p.m.

SECTION III. – RESPONSIBILITIES

1. The Minister of Arts and Sciences for the Kingdom of Atenveldt shall:
   - Act as a liaison between the Ministers of Arts and Sciences for the Principal Kingdoms and the Main War Autocrats.
   - Be responsible for coordination of staff and running the Arts and Sciences War Point competition.
   - Be responsible for providing the paperwork and office supplies necessary to run the Arts and Sciences War Point competition.
2. Each Minister of Arts and Sciences for the principal Kingdoms is responsible for providing one judge for each of the three (3) categories. Said judges are to report to the Arts and Sciences War Point competition pavilion no later than 12:45 p.m.
3. Each Minister of Arts and Sciences for the principal Kingdoms is responsible for making sure a person from their Kingdom, commencing at 7:30 a.m., is available at all times during the day to help with the set up, running, and take down of the Arts and Sciences War Point competition.
4. Each Minister of Arts and Sciences for the principal Kingdoms shall be responsible for notification of their respective Crowns of the results of the Arts and Sciences War Point competition.

Appendix B: Estrella War XVII Target Archery Scenarios
Last Revised: 10/28/2000

A. RANGE HOURS AND ADMINISTRATION

1. Scenarios for the War Point Shoot shall commence at 8:00 a.m. on Friday, February 16, and end at 4:00 p.m. on Saturday, February 17.
2. Setup of the twelve (12) novelty shoots must be completed no later than 5 p.m. on Thursday, February 15, 2001 and must remain in place until close of the war point range each day, dependent upon if scenarios are being changed for a second war point shoot on Saturday.
   a. On Friday, the list will close at 3:00 p.m. If there are two separate war points for the different days and the archer is signed up on the list and started their shooting by 3:00 p.m., the archer will have until 4:00 p.m. to complete the scenarios, provided they have been shooting the entire hour. If the archer leaves the range between 3:00 p.m. and 4:00 p.m., their war point shoot will be considered finished for that day. If they have not completed the entire war point range by 4:00 p.m., they must cease shooting and turn in their score sheet indicating the total scores they have up to that time. If there is only one war point for the entire weekend and an archer is unable to complete the entire war point shoot by 4:00 p.m. on the first day, they will leave their scoresheet in the folder at the list table and may continue their shooting on Saturday. It is the archers' responsibility to file and retrieve their own score sheet. On Saturday, the list will close at 3:00 p.m. If an archer is signed up on the list and on the line by 3:00 p.m., the archer will have until 4:00 p.m., to complete the scenarios, provided they have been shooting the entire hour. If the archer leaves the range between 3:00 p.m. and 4:00 p.m., their war point shoot

will be considered finished. If they have not completed the entire war point range by 4:00 p.m., they must cease shooting and turn in their score sheet indicating the total scores they have up to that time.

b. All archers will cease firing at 4:00 p.m. to enable the representatives from the four Principal Kingdoms to verify the score sheets and to perform maintenance on the archery range. If it is decided that there will be one war point earned for each day, representatives from the four Principal Kingdoms will replace the targets for the next day scenarios on Friday evening after the close of the range.

c. Each of the four Principal Kingdoms shall be responsible for administration of the range during one of the following times:
   - Kingdom of Atenveldt and the Kingdom of the Artemisia: Friday, February 17, 2001 from 8:00 a.m. to 4:00 p.m.
   - Kingdom of Outlands and the Kingdom of Caid: Saturday, February 18, 2001 from 8:00 a.m. to 4:00 p.m.

3. Weather: The range will open as scheduled, regardless of the weather. Once the range is open, the Marshal-In-Charge will determine if shooting conditions are unsafe and if the range should be closed.
4. Archers may not practice on the War Point targets. There will be a separate practice range for warming up. Archers may go through the War Point range only once for score using their weapon of choice (either traditional, open, or crossbow equipment). One score per archer independent of weapon choice -- no bonus points for choosing traditional equipment.
5. Archers are to mark down each arrow/bolt they score with. They are not to put just the final score. If they do not mark each arrow/bolt, their score sheets are subject to being disqualified. Scores are subject to re-adding of totals, if necessary, and final score being changed if errors in addition are found.
6. It is recommended that archers bring at least twelve arrows to the range and that the tips are firmly glued to the shafts utilizing glue designed for gluing tips securely. Household glue is not recommended.
7. Principal Monarchs shall open the range to allow shooting for the War Point at 7:45 AM on Friday. No other archers will be allowed on the range during this time to allow the Principal Monarchs time to complete as much of the war point range as they wish.

2. SCENARIOS

1. Twelve (12) novelty shoots will be set up to determine each War Point. Each of the Principal Kingdoms will design three (3) of the twelve (12) novelty shoots.
2. The designing kingdom shall provide all targets and scoring information for their shoot. If there is a target that requires constant monitoring; i.e. the rotating target, the designing kingdom will ensure there is someone available to operate it.
3. There will be a total of eight (8) untimed scenarios and four (4) timed scenarios. If it is determined that there will be two war points for archery, the scenarios will be changed for the second day.

3. FRIDAY NOVELTY SHOOT SCENARIOS

1. Atenveldt Designed:

a. Untimed: Bell Tower Shoot

i. Three bell towers of different sizes will be placed at 20, 30 and 40 yards. The top of each tower will have a square opening that is two inches larger than each bell. The bells will hang the length of an arrow behind the tower face.

ii. There will be one yellow candle 4 feet tall by 3 inches diameter placed at fifty yards.

iii. Each archer will shoot two arrows at each bell at 20, 30 and 40 yards and one arrow at the candle at 50 yards for a chance of 28 bonus points. You may shoot each bell two times.

iv. Scoring: Maximum score = 49 points
   - Three bells at 7 points = total of 21 points
   - One candle = bonus of 28 points

d. Untimed: Dragon in the Windmill

i. A dragon is walking around in the windmillll You must shoot the eye of the dragon through the one-foot square window. Archers can use a maximum of six arrows on the target.

ii. Scoring: Maximum score = 12 points
   - Score 2 points for each time you hit the eye of the dragon

d. Timed: Foiled Assassination Attempt

i. Their Royal Majesties are traveling out of Kingdom to discuss a treaty between warring cousins. Unknown to anyone in the Royal entourage, there are three assassin scout archers hiding in the woods waiting for the passing of TRM. The assassins' goal is to assassinate TRM before they reach the boundary of their Kingdom as the warring cousins have devised the scheme of assassination so the lands may be divided.

ii. The goal of the archers is to find and foil the assassination attempt and to protect TRM lives. There are three assassins and they will have an obstacle that will partially obstruct the view of them. A total of six arrows may be shot. You can hit the assassins a maximum of two times. You are allowed only one kill shot. If you hit their weapon or wound them by shooting their legs or their arms you will also earn three points.

iii. Scoring: Maximum score = 39 points
   - Three points for wounding the assassin by hitting their arms or legs or by disarming them by hitting their weapon = 9
   - Ten points for killing the assassin on any other portion of their body = 30

4. Caid Designed

a. Untimed: Clout Shoot

i. There will be four 122 cm. round targets flat on the ground at an unspecified distance. Crossbows will have a 40-cm. target on a stand at an unspecified distance. A flag will mark the center of the foursquare. Each archer will shoot a maximum of 6 arrows.

ii. Scoring: Maximum score = 30 points
   - Gold = 5 points
   - Red = 4 points
   - Blue = 3 points
   - Black = 2 points
   - White = 1 points

d. Untimed: Shell Shock

i. There will be a three concentric ring round target 20 to 30 yards. The outer ring about 120-cm. diameter, middle ring about 60-cm. diameter and the inner ring will be a clay pigeon, approximately 10-cm. diameter. Each archer will have a maximum of 6 arrows.

ii. Scoring: Maximum score = 42 points
- Outer ring is 2 points
- Middle ring is 4 points
- Inner rings/pigeon is 7 points

d. Timed: Animal Hunt

i. Four different animal targets will be placed at various distances. Each archer is allowed to shoot 4 arrows.

ii. Scoring: Maximum score = 28 points
- Elk = 4 points
- Turkey = 6 points
- Fox = 8 points
- Prairie dog = 10 points

4. Outlands Designed

a. Untimed: Prairie Dog Shoot

i. There are five dogs (with burrows) on the ground at various distances. Archers may shoot six (6) arrows. Only one hit per dog is allowed.

ii. Scoring: Maximum score = 30 points
- 5 points each
- 5 bonus points if you hit all five dogs

c. Untimed: Sitting Ducks

i. Five ducks are hinged to fall down when hit. Archers may shoot six (6) arrows.

ii. Scoring: Maximum = 30 points

A. 5 points each

B. 5 bonus points if you hit all five ducks

c. Timed: Marsh Hunt

i. There are six large birds rising from the marsh. You will have 30 seconds to down as many as you can. You can only hit each bird one time.

ii. Scoring: Maximum = 40 points
- 5 points each
- 10 point bonus if you hit all six birds

3. Artemisia Designed

a. Untimed: Fruit on the Floor

i. Three pieces of fruit will be placed on the ground (or hay bales) at a distance of 20 yards. There will be a large melon, a small melon and an apple. Arrows count if they are stuck in the fruit. Archers have six arrows to hit the fruit.

ii. Scoring: Maximum 30 points
- Large melon = 1 point Small melon = 3 points
- Apple = 5 points

c. Untimed: Kingdom Icons

i. The icon representatives for the four principle Kingdoms (Gryphon, Stag, Sun and Caidian Cross) will be on a target at 25 yards. Archers have six arrows.

ii. Scoring: Maximum = 30 points

A. Five points per icon

b. Timed: Period shoot

i. 3-color targets will be placed at 30 yards. Archers have 30 seconds to shoot.

ii. Scoring:
- Outside ring = 2 points Middle ring = 4 points
- Center ring = 8 points

B. SATURDAY NOVELTY SHOOT SCENARIOS

1. Atenveldt Designed:

a. Untimed: The Match Game

i. 2' x 6' targets divided into three 2' x 2' sections. Each 2' x 2' section will be divided into nine 8" squares with objects approximately the same size in each 8" x 8" square. Archers can only score 2 arrows per 2' division. Attempt to hit the same object in each 2' section. Total of 6 arrows allowed.

ii. Scoring: Maximum score = 52 points
- Top 2' x 2' section
  - Hit no object = 0 points
  - Hit one object = 1 point
  - Hit two objects = 3 points
- Middle 2' x 2' section
  - Hit different objects than the top = 0 points
  - Hit one of same objects as top = 6 points
  - Hit both of same objects as top = 12 points
- Bottom 2' x 2' section
  - Hit different objects from the top two sections = 0 points
  - Hit one of same objects from top and middle = 15 points
  - Hit two of same objects from top and middle = 24 points + 37 bonus

b. Untimed: Snuff the Candle

i. Snuff out the candle by shooting through a one-foot square window at a rotating target behind a 7-foot candle. The target will be a 9" flame. You have a maximum of six arrows.

ii. Scoring: Maximum score = 12 points
Two points per arrow hitting the flame

b. Timed: Eyes of the Dragon

i. In the hillside there is a large cave. A small village has had their sheep, pigs and flocks of birds reduced to almost nothing due to several dragons. The villagers have come together armed with their bows and arrows to rid themselves of the dragon. After several attempts, the villagers find themselves in need of help. They have put a call out for all archers to come and help get rid of these

terrible dragons. Upon approaching the darken cave the archers see the glowing eyes of many dragons. Each archer will have six arrows to shoot the dragons' eyes.

ii. Scoring: Maximum score = 36 points
- Six points for the center of the eyes
- Four points for the whites of the eyes

2. **Caid Designed**

a. Untimed: Position Shoot

i. Six arrows shot from different positions. Two arrows from standing, two arrows from sitting (chair) and two arrows from kneeling. Adjustments will be made to accommodate those with physical disabilities. A standard 60 cm. five color round target.

ii. Scoring: Maximum = 30 points
Gold = 5 points Red = 4 points Blue = 3 points
Black = 2 points White = 1 point

b. Untimed: On The Square

i. A square target with with arranged five-by-five small colored squares. Points will range from 1 to 7 points, with a maximum of 6 arrows to be shot.

ii. Scoring : Maximum score = 42 points
Purple = 7 -- One Square Green = 6 -- Two Squares Yellow = 5 -- Three Squares
Red = 4 -- Four Squares Blue = 3 -- Five Squares Black = 2 -- Five squares
White = 1 -- Five Squares

b. Timed: Speed shoot

i. A vertical target made of six rings of varying sizes (picture a snowman type object). One hit inside per ring counts. Each archer is allowed six arrows.

ii. Scoring: Maximum score = 28 points
- Score small to large, 8, 6, 5, 4, 3, 2

2. **Outlands Designed**

a. Untimed: Quartered Shield Shoot

i. Four different shields, two quartered bend wise and two-quartered pale wise, with the devices of the four principal kingdoms. Six arrows will be shot at each shield with the intent to put at least one arrow in each quarter.

ii. Scoring: Maximum = 50 points
- Hit on shield = 1 point
- If hit 1 arrow in each of the 4 quarters and you hit the emblem, it counts as 2 points
- An arrow in each quarter of all 4 targets earns 2 bonus points

b. Untimed: Arrow Slit Shoot

i. Archers are allowed to fire six arrows at the four attackers. The object is to shoot through the arrow slit at the attackers. These enemies are at different distances and have shields that cover parts of their bodies. The kill zones on the attackers are the head and torso only.

ii. Scoring: Maximum = 30 points
- First target closest to the archer earns 2 points
- Second target from the archer earns 3 points
- Third target from the archer earns 4 points
- Fourth target, which is the furthest target, earns 5 points

b. Timed: Enemy on the Rocks

i. The castle is attacked! Six enemy archers have scaled the nearby cliffs in an attempt to gain a height advantage for shooting into the castle. You have 30 seconds to pick off as many as you can. Each archer may only be hit once.

ii. Scoring: Maximum = 20 points
- Any hit on the body = 3 points
- 2 point bonus if you hit all six enemies

2. **Artemisia Designed**

a. Untimed: Castle Wall

i. A castle wall target will be put up at 20 yards with a central larger window flanked by smaller arrow slits on both sides. Window will be 8" wide by 2' tall and the slits will be cross-shaped with a 3" slit and the vertical of 2' and the horizontal of 8". Archers will have 6 arrows total.

ii. Scoring: Maximum = 30 points
- Slits = 5 points
- Window = 3 points

c. Untimed: Dart Board

i. Special dartboard targets will be placed at 20 yards. No doubles and the center is worth 16 points. Breaking the line is worth the higher score. Archers will have 3 arrows total.

ii. Scoring: Maximum = 48 points
- Range from 1 – 16 as marked

d. Timed: Handgonner

i. A handgonner has just fired at you and missed. He is now reloading at a range of 30 yards. You have 30 seconds to kill him.

ii. Scoring: Maximum = 22 points

E. **THE KNOWN WORLD CHAMPIONSHIP (KWC)** will be held on Sunday. The qualifying round will be in the morning between 9:00 a.m. and 12:00 noon. The tournament will be in the afternoon starting at 2:00 p.m. It is the archers' responsibility to check the list at the range to see if they qualified for the tournament.

F. **PRIZE SHOOTS:** Prize shoots will be held on Sunday between 8:00 a.m. and 4:00 p.m. in a separate area of the archery range.

G. **WAR POINT SCORING**

1. **TEAMS FOR THE WAR POINT(S):** The two (2) teams shall consist of archers from each of the Allied Realms and their respective allies. The Allied Realms will be listed at the Archery List Table and on each individual score sheet.

2. **TOTAL POSSIBLE SCORE:** The total possible score for the twelve scenarios shall be broken down into 5 equal-point divisions, which will reflect scores representing skill level and experience of all archers.
   Example: Grand Total for all nine novelty shoots = 400
   Division 1--Archers' scores falling between 1-80 (20 percentile)
   Division 2--Archers' scores falling between 81-160 (40 percentile)
   Division 3--Archers' scores falling between 161-240 (60 percentile)
   Division 4--Archers' scores falling between 241-320 (80 percentile)
   Division 5--Archers' scores 321 or greater
3. **SCORES TO INCLUDE:** Only a team's top 10 scores in each division shall be counted to determine the division score. In the event a Team does not field a minimum of 10 scores in a division, the number of the fewest scores in that division for that Team shall be the number counted for the other Team for that division.
4. **WINNER OF WAR POINT(S):** Each division total shall be added together to determine a team score. The winner of the War Point(s) shall be the team with the highest team score.
5. **NON-QUALIFYING DIVISIONS:** If there are not enough archers in any one of the divisions to qualify, the Divisions can be changed by a minimum of three (3) of the four (4) principal Kingdom Archers. This will enable more archers from all Kingdoms to qualify in the war point total.
6. **TIES**: In the event of a tie, a shoot off shall determine the War Point(s) by the top 5 scoring archers from each team. The shoot off shall consist of one (1) end at 40 yards, 30 yards, and 20 yards with six (6) arrows shot at the archer's leisure and one (1) 30 second speed end at 20 yards scoring as many arrows as the archer can loose within that time. The shoot off will be completed on a 60 cm., five-color target. The shoot off shall be held on Sunday morning. The Kingdom Archers will notify their respective archers from their kingdom if a shoot off is needed.
7. **SCORE COMPILATION:** A team of four designated representatives, one from each of the Principal Kingdoms shall be responsible for compiling of scores for the War Point(s) at the end of the Friday shoots, and again at the end of Saturday shoots.. These Principal Kingdom representatives will not discuss the daily totals with anyone other than their respective Crowns.

Appendix C: Rapier Scenarios for Estrella War XVII

Last Revised: 10/28/2000

I. GENERAL GUIDELINES:

A. The **Rapier Combat Rules & Weapons Standards for Estrella War XVII** used to govern combat, armor/weapons standards and Marshaling Policies for this treaty will be published on the Estrella War XVII Web site and will be considered part of this treaty.

B. Scenarios Rules:

1. Scenarios 1, 2, and 3 shall be fought on Friday, February 16th, 2001, beginning at 2:00 PM. All scenarios fought on Friday will be fought using the 120 degree rules of engagement.
2. The remaining scenarios shall be fought on Sunday, February 18th, 2001, beginning at 10:00 AM.
3. All scenarios fought on Sunday will be Death From Behind rules of engagement.
4. Any scenario that takes less than 15 minutes to fight may be fought best 2 out of 3, at the discretion of the four principle Kingdom Marshals of Fence. If a scenario is fought 2 out of 3, the side winning at least 2 times is the victor of the scenario.

d. War Point(s): The Allied Realm victorious at the end of all scenarios on Friday and Sunday shall be awarded the War Point(s). The winning side for the war will have the honor of presenting the spoils of the battles (the Deed to the Americas) to the attending royalty.

f. Setup for War Point Scenarios:

1. Each principal side will be responsible for scenario setup on one of the two respective days War Point scenarios are fought. Atenveldt and its corresponding kingdom will build the scenarios to be fought on Friday. The other two kingdoms will be responsible for setup for the scenarios to be fought on Sunday.
2. On Thursday, February 15th, at 10:00 AM, the Kingdom Marshals of Fence from the side unaligned with Atenveldt will each provide 10 volunteers to set up the following scenarios: the Mixer, the Treaty Negotiations and the Port Battle.
3. On Saturday, February 17th, at 10:00 AM, the Kingdom Marshals of Fence for Atenveldt and her Ally will each provide 10 volunteers to set up the following scenarios: the Ship to Ship, Shipwreck, and the Abbey Battle.
4. Should the scenarios for a given day fail to be setup prior to the announced battle times, the side responsible for setup will automatically lose those scenarios.
5. The Kingdom of Atenveldt will provide the following items from Kingdom Rapier Storage:
   - Approximately 200 River Rocks for use in the Shipwreck scenario from kingdom rapier storage.
   - Four (4) PVC boats for the Ship-to-Ship scenario from kingdom rapier storage.
   - Two (2) counters to count troops and 2 stopwatches for timed battles.
7. Each principal side will provide enough baldrics, armbands, etc. to clearly mark their fighters and allies.

h. Staffing at Marshallate Point:

1. **Hours Open:** Marshallate Point for Rapier will be open the following hours:

Thursday, Feb. 15th	10 AM – 5 PM
Friday, Feb. 16th	10 AM – 1 PM (followed by War Point scenarios)
Saturday, Feb. 17th	10 AM – 5 PM
Sunday, Feb. 18th	8 AM – 10 AM (followed by War Point scenarios)

2. **Kingdom Staffing:** Staffing of Marshallate Point will be the equal responsibility of the four primary kingdoms as follows:.

Thursday—Staffing by Atenveldt/Outlands
Friday— Staffing by all four principal kingdoms
Saturday— Staffing by Artemisia/Caid
Sunday— Staffing by all four principal kingdoms

j. Marshals for War Point Scenarios

1. For war point scenarios, each principle kingdom will be responsible for providing enough marshals for the number of fighters they bring to the field. A gate count will be taken at the beginning of the day of melee fighting to accurately measure the number of fighters and marshals on the field. Additional head counts may be taken between scenarios at the discretion of the marshals if the numbers appear to have shifted significantly.
2. One authorized marshal will be provided for each fifteen fighters on the field, in addition to the four principal Kingdom Marshals of Fence.

l. Waterbearers:
1. Each principle kingdom will provide one waterbearer for each 15 fighters they field.
2. Each kingdom will also be responsible for furnishing enough water for their troops.

n. Participation in War Point Scenarios: One of the four principal Kingdom Marshals of Fence may participate in each war point scenario. In advance of the fighting, they will designate a warranted marshal from their kingdom who will represent them in their stead.

II. Scenario 1 (Friday): Non-Warpoint "Mixer":

b. Description: The rapier combat will begin with a friendly, 20-minute battle. The outcome of this scenario will not be considered in deciding the victor of the rapier war point(s).

d. Layout: The scenario will be conducted on an open field.

f. Scenario Rules:
1. Sides for this battle will be randomly assigned as fighters go through Marshallate Point.
2. The scenario will be fought to the last man standing.
3. There will be no use of guns or Death From Behind.
4. The objective of the scenario is to allow the two sides to mix on friendly terms and provide a "tension release" for the high emotions that are usually exhibited at the beginning of the warpoint.

III. Scenario 2 (Friday): Treaty Negotiations

b. Description: Two kingdoms and their respective allies are meeting at a neutral site to discuss the division of the Americas between the two kingdoms. Discussions are long and tedious about certain items in the treaty. Tempers get short and on the third day a heated argument takes place between the two opposing commanders. A fight ensues that quickly becomes a full-fledged battle. Due to the conventions of the treaty rules, the commanders can only bring a small number of representatives to the negotiations. The rest of their armies must be left outside of the hall. One side takes control of the treaty and fights its way outside of the castle. Once they clear the castle, they quickly make their way to the river and board a boat. Once in the boat with the treaty, they head down river.

d. Layout: A castle will be built with multiple 'rings' surrounding the inner room. Battle will begin in the center, spilling out into the surroundings. A River with a Boat (PVC) will be setup at the far end of the field. This scenarios will require approximately 150 haybales to create

f. Objective: To gain possession of the treaty and make it to the river.

h. Scenario Rules:
1. Each army shall be divided into three parts.
2. Up to 10% shall be in the hall where the negotiations are taking place.
3. Up to 40 % shall be in the upper Bailey of the castle.
4. At least 50% shall be in the Lower Bailey of the castle.
5. The lay on shall be called on in the hall. No fighting shall be done in the baileys until one side opens the gates to the outside area. At that time, the marshals will signal that fighting may take place in that area.
6. Caution Tape will be stretched across the gates to signify that they are closed.
7. Breaking of the tape will signify that the gates have been opened.
8. The side that enters into the boat with the treaty is the winner of the scenario. The boat cannot be boarded without the treaty.
9. Three unwounded fighters (two for rowing and one for carrying the treaty) must man the boat.
10. The treaty shall be in open sight at all times.
11. This scenario will be fought using the 120-degree rule (no Death From Behind)
12. No RBGs will be used in this scenario.

IV: Scenario 3(Friday): Port Battle

b. Description: The forces with the treaty have reached a port with ships. Unfortunately, the port is in unfriendly hands. The forces with the treaty launch an attack before the inhabitants are aware of their presence, catching them off guard. The inhabitants are not able to close the gate or prepare an effective defense and are spread all over the city. Attacking forces must secure arms and ammunition since their forces are severely depleted from the previous battles. If the defenders can prevent the attackers from gaining a ship with the necessary number of persons to man it, then they have defeated the attempt to steal a ship and gain possession of the treaty as a bonus.

d. Layout: A port town will be built, using hay bales and ropes. 2 haybale ships will also be built. Within the port will be various obstacles, placed randomly throughout the area. In addition, there will be several chests lying about the area, one of which contains 15 rounds of ammunition. This scenario will require approximately 250 haybales to create

f. Objective: To board one of the two ships with at least ten men and the treaty. Additionally, attempt to gain possession of a chest filed with extra RBG rounds for use in later scenarios.

h. Scenario Rules:
1. Defenders must place their forces first and they cannot move until lay on is called.
2. Attackers may enter though one or more entrances.
3. Attackers must indicate which gates they will attack through and divide their forces equally between the gate or gates chosen
4. Prior to lay on, the attackers will set up within five yards of the gates.
5. Prior to lay on, defenders can only have up to 20 percent of their forces within 10 yards of the gates.
6. Defenders not at the gates must be spread as evenly as possible around the town and be in or around buildings at the start of the scenario.
7. Defenders will have 30 RBG rounds to use with a maximum of 15 guns.
8. Attackers begin with up to 10 guns with 2 rounds each. Attackers may increase their ammunition if they capture the chest located in the armory.
9. A ship must have ten fighters on it to be considered manned.
10. Attackers must bring the treaty onboard a ship in order to be considered secure.
11. This scenario will be fought using the 120-degree rule (no Death From Behind)

This ends the War Point Scenarios for the first day. Immediately following the Port Battle scenario there will be a 20-minute, 'Experimental Weapons' melee.

***Friday Experimental Weapons Melee (NOT A WAR POINT SCENARIO)**

b. Description: This scenario is designed to give fighters experience and develop the use of experimental weapons for melee use. The outcome of this scenario will not be considered in deciding the victor of the rapier war point(s).

d. Layout: An open field will be used for this scenario

f. Scenario Rules:

1. The scenario will be fought to the last man standing.
2. There will be no use of guns or Death From Behind.
3. All experimental weapons must have been approved for experimental use. Currently this consists of the Atenveldt 'Spear' Polearm. Other weapons may become available for melee use and will be evaluated on a case-by-case basis by the KMoFs of the Principal Kingdoms.

V. Scenario 4 (Sunday): Ship to Ship

b. Description: While on its way to the pope, the ship containing the treaty is sighted by the opposing kingdom's ship. The commander decides that they must attack before that ship can escape and bring back others ships. The opposing ship attacks in fear that the ship with the treaty will escape.

d. Layout: 2 ships will be constructed broadsides and planked for boarding. 4 PVC rowboats (2 each, attackers and defenders) will be available as 'launches' from the main boats. A chest containing the Treaty will be placed on the defender's ship. This scenario will require approximately 100 haybales to create which are to be 'recycled' from the prior scenario.

f. Objective: Defenders – Until the grappling lines between the two ships are untied, or until the last man standing. Attackers – Have the last man standing at the end of the scenario.

h. Scenario Rules:

1. Last man standing.
2. Ships will be considered lashed together side by side.
3. There shall be four boarding planks a minimum of 6 feet long.
4. Each rowboat requires two 'unarmed' fighters in order to row. If at any point there are not two people in a rowboat able to row (i.e. both arms unwounded), the rowboat is adrift and cannot move unless other fighters capable of rowing board it. Legged fighters are capable of rowing if they are placed into the boat. Fighters cannot be legged while in the rowboats.
5. At the lay-on, up to 6 fighters may board each rowboat and "row" around the two ships. They can "board" anywhere alongside the ships except the center area where the two boats are grappled.
6. Fighters in the rowboats may board the enemy ship by stepping onto and over the hay bales representing the side of the ship. Boarding the ship must be in a controlled manner.
7. The chest cannot be taken aboard one of the rowboats because it is heavy enough to sink the boat.
8. If a fighter is crossing on a boarding plank and places any portion of a foot in the water, they fall overboard and are killed.
9. A maximum of 10 guns with 2 shots each are allowed for each side. Whichever side gained ammunition from the prior scenario retains that ammunition in addition to this number. Bullets cannot be reused.
10. This scenario will be fought Death From Behind

VI. Scenario 5 (Sunday): The Shipwreck

b. Description: The ship that is carrying the treaty is caught in a storm and is wrecked on the coast. The crew abandoned ship just before the wreck but could not get the treaty off. Both sides have found survivors and located the wreck. Both armies approach the ship from opposite sides and at the same time. The battle is joined and the winner takes the treaty and the gold that is also aboard and seeks the pope.

d. Layout: A ship will be built with haybales, using the river rocks to simulate the sandbar the ship is beached on. This scenario will require approximately 50 haybales.

f. Objective: To have control of the chest containing the treaty at the end of the scenario.

h. Scenario Rules:

1. The scenario is a 25 minute resurrection battle. For fighters to resurrect, the resurrection points will be on the starting side of the field. Waterbearers will be stationed at the resurrection points. Fighters are encouraged to drink water prior to returning to the field.
2. Both sides set up at opposite ends of the coast.
3. The ocean is too deep to ford. The ship can only be reached by rocks strewn across the shallows.
4. Fighters crossing on the rocks will be swept away by the current if any portion of a foot is placed in the sea.
5. Active marshaling shall occur for the rocks.
6. If a fighter is legged on the rocks, he may take a sitting position if that rock is large enough to stand on two feet comfortably. It not then the fighter is considers to have fallen in and drown.
7. This scenario will be fought Death from Behind
8. A maximum of 10 guns with 2 shots each will be allowed for each side. If one side has retained an additional number of rounds from prior scenarios they may use them. Bullets cannot be reused.
9. The chest can only be moved by two fighters. Each fighter must grasp one side of the chest in order to pick it up. Should a fighter carrying the chest be legged, or killed, the chest is dropped and remains where it landed. The chest cannot be dragged, or otherwise moved by one person.
10. The chest must remain more the 25 feet away from the resurrection points.

VII. Scenario 6 (Sunday): To the Abbey

b. Description: The victor of the shipwreck scenario treks to the nearby town of Mont Saint Michaels and asks for admittance. The townspeople are leery of letting in such a large army. The townspeople agree but under the conditions that the army can only use one route and must stay together. In addition, they must give hostages for the guarantee of their good conduct. The victors agree to the terms. Unknown to the victors, the defeated kingdom has made alliances with several of the leading families in the town who have agreed attack the army as it proceeds to the bishop's place where the pope is staying. They will attack when the army is in the streets and strung out. The defeated kingdom has also managed to sneak few of its representatives into the city. This is so when/if the townspeople succeed in gaining possession of the treaty, they can present it themselves to the pope and claim the Americas for their kingdom.

d. Layout: A town will be established with a long narrow curved 'main street' running the length of town. At one end is the gates to the city, the other the gates to the abbey. This scenario will require approximately 250 haybales.

f. Objective: To cross the abbey threshold with the treaty.

h. Scenario Rules:

1. Defenders set up first anywhere in the town.
2. Attackers start with half of there forces inside the city within twenty feet of the gate. The other half of the forces may be positioned just outside of the gate.
3. The marshals will call for the start of the scenario but not the lay on for the fighting.
4. At the start of the scenario the attackers may move forward at a walk towards the Abby.
5. Defenders may attack at any time after the scenario has started; i.e., defenders get to call the lay on.
6. Lay on will be "called" when one or more of the defenders touches blades, or shoots at a fighter on the attacker's forces.
7. Attackers must stay on the road until they are attacked.
8. After the fighting begins, attackers may leave the road.

9. All hay bales will be considered walls and cannot be crossed by fighters, swords or bullets unless there is an opening in them signifying a door.
10. There will be Death from behind.
11. A maximum of 10 guns with 2 shots each will be allowed for each side. If one side has retained an additional number of rounds from prior scenarios they may use them. Bullets cannot be reused.

This ends the Warpoint Scenarios for Estrella War XVII. Immediately following these Scenarios the final Scenario for the War will be the White Scarf vs. the World scenario.

***Sunday White Scarf (and Equivalent) vs. The World (NOT A WAR POINT SCENARIO)**

b. Description: This scenario is just for fun and tension release

d. Layout: The Abbey/Town field will be used for this scenario

f. Scenario Rules:

1. Defenders (Non-scarves) may set up anywhere within the town.
2. Scenario fought to last man standing
3. All hay bales will be considered walls and cannot be crossed unless there is an opening in them signifying a door.
4. There will be Death From Behind
5. A maximum of 10 guns with 2 shots each will be allowed for each side. Bullets cannot be reused.

Important Contacts

Society Officers

President

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Kathryn Van Stone (Elsbeth Anne Roth), 1194 Firwood Drive, Pittsburgh, PA 15243, (412) 306-0416, kvs+@cs.cmu.edu

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Sir Maelgwn McCain (Greg McCain), 5387 S. Forest Hill, Litleton, CO 80120, (303) 730-0937

Barony of al-Barran

Sir Alexander Ericksson Trevor and Lady Fermina Caballo (Ford Nelson and Sarah Turner), 84 Sunflower Lane, Peralta, NM 87042, (505) 869-9366

Barony of Dragonsspine

Master Giovanni di Sienna and Lady Cainnleach Uiser of Glendalough (A.J. and Marcy Riviezzo), 1405 Allegheny Dr., Colorado Springs, CO 80919, (719) 266-1137, MarcyAJ@aol.com

Barony of the Citadel of the Southern Pass

Viscount Berold and Viscountess Bahiyya (Barry and Becky Boetto), 6013 Alcade St., El Paso, TX 79912, (915) 585-3155, Boetto_b@msn.com

Barony of Unser Hafen

Lord Tuman Elnikov and Mu'allima Rashiqah Amatulbaari (Tony and Anne Scott), 1106 Wooded Creek Ct., Ft. Collins, CO 80526, (970) 266-0250, tscott@ezlink.com

Guilds of the Outlands

Equestrian Guild

Lady Moyra MacColla (Jeanne Mitchell), 2121 6th Ave., Greeley, CO 80631, (970) 352-9017, maccolla@info2000.net

Waterbearers Guild

Mistress Sadhbh ni Donnabhain (Cheri Corbett), 2035 Ridge Drive, Broomfield, CO 80020, (303) 464-9587, rainmaker@sprintmail.com

Chirurgeons Guild

See Chirurgeons's listing on page 2.

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Drygestan — Shire

Santa Fe, NM

Seneschal: Baroness Adina, (Tara Chandler),, 826 Fayette St., Santa Fe, NM 87501, (505) 820-6329
Fighter Practice: Contact Lord THLd Bela the Kurgen (Bela Harrington), (505) 471-8524

Dúthaich Beinne Áird — Shire

Laramie, WY

Seneschal: Lord Alec Gordon (Alex Blum), 1363 N. 6th, Laramie, WY 82072, (307) 721-5019, alecg88@aol.com
Fighter Practice: Saturdays at Washington Park. Contact Lord Bjarki Gubjornsson (Justin Hammons), (307) 745-3238, LordBjarki@aol.com

Fontaine dans Sable — Shire

Farmington, NM

Seneschal: Lady Mary of Lyonshall, 2201 E. 12th St. Farmington, NM 87401, (505) 325-2580
Fighter Practice: 3:00p Sundays at Kiwanis Park, Contact Aunghus McFarland, (505) 324-0107. Fencing Same Location at 2:00p Contact Artorius Greyhawk, (505)324-9440, Archery is the same, La Fontine des Nouvelles change the Chronicler to Ld. Niccolo (Nick Quaglietta) (505) 786-5227, cmdrq@nm.net
Archery Practice: Contact Duncan MacRae, 2201 E. 12th St., Farmington, NM 87401, (505) 325-2580, 74464.3635@compuserve.com
La Fontaine des Nouvelles $12.00/yr Niccolo (Nick Quaglietta), P.O. Box 2047, Crownpoint, NM 87313, (505) 786-5227, cmdrq@nm.net

Gleann Medonach — Shire

Roswell, NM

Seneschal: Lady Michaela Kunrat (Michaela Armstrong) mka@dfn.com 404 S. Sequoia Roswell, NM 88203, (505) 627-6765
Fighter Practice: Sundays 2:00p-?? Contact Lord Lance Armstrong, (505) 627-6765, mka@dfn.com
Equestrian Practice: Sunday at 5:00 PM, contact THL Siubhan MacDuff (Sue Hall) for details (505) 622-8796 webers@lib.enmuros.cc.nm.us
Archery Practice: Contact Baron Beathan Crubach (Ben Clark), (505) 623-4531, or the Seneschal
The Oakleaf Quarterly, $4,Lady Danica Neumann (Leah Neumann)3007 Radcliffe Dr. Roswell NM 88201 (505) 625-9175 danicaneu_serb@yahoo.com

Hawks Hollow — Canton

Canton of Caerthe
Westminster/Thornton/Commerce City, CO

Seneschal: Lady Tetsutaka Yukihana (Michele Tillotson), 2100 W 100th Ave #467, Denver, CO 80260, (303)464-0289
Fighter Practice: Sundays at Scout Park, 10:00a Contact Eoin Macrea (Eric Tillotson), (303)464-0289 or Lady Angelique Rive de Hellsgate, (Joy Mueller), (303)428-7754
Archery Practice: See Fighter Parctice info above
Scottish Gaming Practice: Contact Lord Ivan, (303) 940-7746, MacIvan@aol.com

Hinterland — Shire

Scottsbluff/Gering, NE

Seneschal:Lady Francesca Falerio (Amy McCracken), 529 Homestead Ave. Apt. 508, Alliance, NE 69301, (308) 762-2625, gallaana@hotmail.com
Fighter Practice: Fridays at 6:00 pm at Scottsbluff County Fairgrounds in Mitchell. Contact Lord Andre (308) 632-3626
Archery Practice:Fridays 5:30 pm in conjunction with Fighter Practice. Contact THLd Suleyman (308) 247-3184
The Scroll By donation. Lady Anaya le Noire (Kimberly Putmnam), RR 1 Box 532, Torrington, WY 82240

Kahlland — Shire

Hobbs/Lovington, NM

Seneschal: Einhard, (Joe Phillips), WSR Box 741A Lovington NM 88260, (505) 396-6532, ohnoboys@aol.com
The Rune Werk produced every other month for no charge by Mistress Bennet Murray (Beverly Snodgrass) 1801 E. Highland Dr., Hobbs, NM 88240, (505) 392-3546, bennetbev@aol.com

Loch Thioram — Shire

Deming/Silver City, NM

Seneschal: Mistress Richenza le Wydu (Caroline Kearns), PO Box 42, Glenwood, NM 88039, (505) 539-2310, richenzalewydu@hotmail.com

Mædscir — Incipient Shire

Las Vegas, NM

Seneschal: Lady Eibhlin Siosal (Katharine Winkell), P.O. Box 1688, Las Vegas, NM 87701, (505) 425-1529, eibhy@yahoo.com
Fighter Practice: Contact the Knight Marshal, Mistress Royse of the Sinte (Rose Adams), (505) 426-9916

Nahrun Kabirun — Shire

Las Cruces, NM

Seneschal: Lady Branwen ferch Bleiddud (Fran Fuller), 1860 A Trivez, Las Cruces, NM 88001, (505) 522-3841, ffuller@zianet.com
Fighter Practice: Labor Day Thru Memorial Day, 1:00p Sundays at San Andreas High School. Includes Heavy, Light and Archery. Additional Heavy and Light practice takes place at 7:00p Wednesdays behind Corbett Center on NMSU campus. From Memorial Day thru Labor Day, 5:00p on Sundays at San Andreas High School. Includes Heavy, Light and Archery. No Wednesday additional practice
Archery Practice: 9:00 am Sundays at Zia Middle School football practice field. Contact Lord Iain Lindsey-MacRae (505) 522-2439 eves., or (505) 644-2179 days. Loaner gear available.
The Bard Monthly, lady Maireid O'Caiside (Barbara Hammond), 1935 Thomas Drive, Las Cruces, NM 88001, (505) 522-2439, irshlss2@aol.com

Local Groups in the Outlands
· with contact people, meetings, and newsletters ·

Aarquelle — Shire

Pueblo, CO

Seneschal: Lady Audrey la Solitaire (Audrey Rogers), 4004 Ridge Drive, Pueblo, CO 81008-1720, (719) 545-3027, rogers@iex.net
Aarquelle Chronicle: Lady Catherine 'Channon' Cameron (Tracy Colletti), 34067 Hillside Road, Pueblo, CO 81006, (719) 948-2661, Morgan@amigo.net

al-Barran — Barony

Albuquerque S. to Belen, E. to Moriarty, N. to Algodones, NM

Seneschal: Duchess Aziza al Kashani (Jennifer Cunico), 1304 Kentucky NE, Albuquerque, NM 87110, (505) 256-4568, jenopie@worldnet.att.nat
Fighter Practice: Sundays at noon, Jeanne Bellamah Park, NE of Tomasita and Lomas. Contact Lord James David, (505) 832-5393
Archery Practice: Saturdays . Contact Lord Steitan (505) 832-4186 or Lord Damian, archer3@webtv.net
The Baronial Shaft $8/yr, Lord Stjerne-Odd Sorenson (Peter Couse), 1617 Jude Ct., Belen, NM 9702, (505) 861-2907, pcouse@worldnet.att.net Subscripton requests to: al-Barran, Box 27676, Albuquerque, NM 87125

Blaiddwyn — College

a college within al-Barran
University of New Mexico

Seneschal: Lady Agathe (Agate Ponder-Sutton), 2218 Dora Ave NW, Albuquerque, NM 87104, (505) 244-1745
Fighter Practice: Wednesdays, 5:00 p.m., Johnson Field #2 at UNM. For more info call (505) 277-3083
Wolves Tales,

Bofharrach — Canton

Canton of Unser Hafen
Greeley, CO

Seneschal: Lord Lorcan MacColla (Lauren Mitchell), 2121 6th Ave., Greeley, CO 80631, maccolla@info2000.net
Fighter Practice: Wednesdays 6:30-9:00 at Centennial Elementary. Contact Duke Olaf Bjornsson (Martin Emmons), 3225 Baldwin Ave, Evans, CO 80620, (970) 506-0598, MJEmmons@aol.com

Caer Galen — Shire

Boulder County, CO

Seneschal: Mistress Brianna du Chevreuil (Kathryn Michel), 770 38th Street, Boulder, CO 80303, (303) 247-9223, kkmichel@yahoo.com
Fighter Practice: 7:30p-9:00p, Balch Fieldhouse, CU Campus Contact Lord Michael MacCollie, marshal@caer-galen.outlands.sca.org
The Dorinda $8.50/yr, Lady Zoraya al-Navarre (Jean Russell), 1335 Redwood Ave., Boulder, CO 80304, chronicler@caer-galen.outlands.sca.org

Caer Mithin Halle — Shire

Carlsbad, NM

Seneschal: Lady Eleanor of Gryphonscrag (Heather Nicholson-Gran), (505) 887-9163, chentra@hotmail.com
Meetings: First Thursday of each month at 7 p.m., at the Carlsbad Public Library Annex, 101 S. Halagueno

Caerthe — Barony

Denver metro area, CO

Seneschal: Mistress Meghan ni Guinne (Amy Wilson), 864 S. Pecos Street, Denver, CO 80223, (303) 727-9709, obieshouse@earthlink.net
Fighter Practice: Wednesdays at Fitzsimmons US Army Reserve Center at Potomac & Colfax. Contact Jester of Anglesey (Tony Jordan) (303) 399-1229, jjordan_12@hotmail.com
Fencing: same place as heavy weapons. For additional info contact Don Carrick (Randall L. Jackson), (303) 463-4675, rjackson@justice.com
Archery: Practice held most Wednesdays, 7-9PM at American Bowmaster in Northglenn. Contact Lord Eric Morrison at (303)452-0717 for directions and information.
Scottish Gaming Practice: Contact Lord Ivan, (303) 940-7746, MacIvan@aol.com
The Fortress $8.50/yr Lady Maire ni Chonaill (Kristin Sponsler), 2524 S. Acoma St., Denver, CO 80223, (303) 722-9971, mairec@uswest.net

Citadel of the Southern Pass — Barony

El Paso and Hudspeth Counties, TX

Seneschal: Sir Jochen von Balduinseck (Jack Knapp), 10717 Sombra Verde, El Paso, TX 79935, (915) 592-7431, JKnapp915@aol.com
Fighter/Fencing Practice: Sundays at 1PM at Memorial Park. Contact Lord Bela Magyar (Jon Wall), 216 Flynn, El Paso, TX 79932, (915) 845-5464, ockhams_razor@hotmail.com
The Medieval Tymes $7/yr $7/yr, Lord Connor MacCullen (Scott Morse), 3569 A Salgado, El Paso, TX 79904, (915) 562-5379, Connor1Brenna@aol.com

Dragonsspine — Barony

Colorado Springs, CO

Seneschal: THLd Alwyn of Kittisford (Ted Monogue), 3640 Arborview, Colorado Springs, CO 80918, (719) 532-1686, alwyn@rialto.org
Fighter Practice: 7:00 p.m. Tuesdays at the Youth Outreach Center on Union & Constitution, Baron Maelmardane (Michael Gwynn) (719) 385-0812, ravenskeep@pcisys.net
Archery Practice: Archery Practice: 6:30 pm Thursdays. $2 per hour, Shooters Edge, 2811 N. Prospect, (719) 473-0391. Contact Lady Valorie (Jodie Kelley), (719) 683-7319, (719) 650-3296 or archery@dragonsspine.org@aol.com
Meiassis Dragon $10/year, Karina Dobrogneva (Stacey Moore), 2527 Meadowlark Lane, Colorado Springs, CO., 80909, (719) 630-7576, chronicler@dragonsspine.org

Event Announcement Information

Listed below you will find the requirements that have been set forth for Outlands Event Announcements. Please note that those items listed as 'Mandatory' must be present in the appropriate event announcement, or I will be unable to print the announcement.

Mandatory in ALL event announcements:

- ☐ Name of the Event
- ☐ Sponsoring Group
- ☐ Event Date(s)
- ☐ Mundane name of site and address of site, including ZIP code
- ☐ Contact Information for the Autocrat
- ☐ Contact Information for Reservations (if not Autocrat, and they are being taken)
- ☐ Contact Information for Head Cook (If serving food)
- ☐ Contact Information for additional organizers (Crash, fighting, etc.)
- • If reservations are being taken:
  - ☐ Deadline for acceptance
  - ☐ All associated costs (site, feast, discounts, etc.)
  - ☐ How to make checks payable

Mandatory in FINAL event announcement (Month of):

- ☐ All above information
- ☐ Site Open and Close times
- ☐ Alcohol Status (Wet, dry, discreetly wet, etc.)
- ☐ Directions to site (include distances, street names, etc.)
  - • Do **NOT** assume signs will always be visible
- ☐ All associated costs (site, feast, discounts, etc.)

Optional, but highly recommended:

- ☐ A map to the site
- ☐ Schedule of events
- ☐ Feast menu (if feast is provided)
- ☐ Other pertinent site information (pet restrictions, water availability, etc.)

'Contact Information' for autocrats as mentioned above is defined as: SCA Name, Mundane Name, address, phone number with area code, and an E-mail address if one is available. Contact Information' for other coordinators as mentioned above is defined as: SCA Name, Mundane Name, phone number with area code, and an E-mail address if one is available.

Autocrats, please take notice of the article size constraints, and try to stay within them. All event articles are allowed three (3) showings in the Outlandish Herald, one (1) of which MUST be the month of the event (i.e. A March event MUST run in the March OH). The other two publication months are typically the two months preceding the event. An autocrat may request publication more than two months in advance, but that publication will count against the three (3) publication limit. Additional printings may be purchased at the current advertising rates. Kingdom Events (Crown, Coronation, A&S Competition/Collegium, and others as designated by the Crown) receive one (1) page in the publications prior to the event, and two (2) pages the month of the event. Non-Kingdom Events receive one-half (½) page in the publications prior to the event, and one (1) page the month of the event. Additional space may be purchased for any publication month at the current advertising rates. Current advertising rates are listed in the front of the Outlandish Herald. Where possible, please provide the Kingdom Chronicler's office with a prior month article, and a month of article fitting the above criteria for publication. The OH is printed presently with an 8-point font that allows for approximately 300 words in a one-half (½) page article, and 600 words in a one (1) page article.

SCA Websites

Society	Outlands
http://www.sca.org	http://www.unm.edu/~mariasol/outlands/outlands.html

Northwolde — Incipient Shire

Gillette/Rozet, WY

Seneschal: The Honorable Lady Liadain ni Mhordha (Tracy Thallas), 56 Moran Ranch Road, Rozet WY 82727, (307) 686-1254, hardcorps@vcn.com

Plattefordham — Shire

Casper, WY

Seneschal: Lord Wilhelm Altmann (W.H. Bill Porter), 1463 S. Fenway, Casper, WY 82601, (307) 237-2128, WILHELD@caspers.net
Fighter Practice: Held in Mike Sedar Park in summer, Mount Hope Lutheran Church in the winter, Sundays at 2:00p. Contact Lord Colgrin (Nathan Clark), (307) 577-5759, colgrin@hotmail.com
Archery Practice: Tuesdays, 7:30pm at Little Creek Archery, contact Seneschal
Soothsayer $6/yr, mailed on request, $0.50 if purchased at Fighter Practice. Lady Caitlin Delaney Rogan (Sandra L. Porter), 1463 S. Fenway, Casper, WY 82601, (307) 237-2128, caitlin@caspers.net

Rio de las Animas Perdidas — Incipient Shire

Durango, CO

Seneschal: Lady Leona Colquehoun (Debbra Relaford), 2344 W. 3rd Ave., Durango, CO 81301, (970) 259-1825 (h), (970) 259-3986 (f), deb_leona@yahoo.com
Fighter Practice: Lord Devon Drakeson (Max Bernhardt) -- Sundays at 1pm. Call for location as weather dictates (970) 247-2740, max_devon@yahoo.com
Archery Practice: Contact Yule (Morris Schaeffer), (970) 259-3319 for time and place. Weather is a factor.

Saint Golias — College

Socorro, NM

Seneschal: Lord Torcail Gilleghaolain (Tony Perreault), 1003 Monte Vista, Socorro NM 87801-5054, (505) 835-1632, tperreau@nrao.edu
Meetings: Thursdays at 5pm at Weir 109
Fighter Practice (Heavy, Fencing & Archery): Sundays from 1-4pm, in front of Weir Hall. Contact Treya Stormdragon (Lisa Arnold) (505) 835-1274, garnold@nmt.edu
Dance Practice: Monday 6-8pm, NMT Student Activity Center
Goshawk $3 on-campus, $6 off-campus, Lord Rhiogan ap Heilyn (Ray Kracke), PO Box 353, Socorro NM 87801

Scola Metallorum — Incipient College

a college within Caerthe
Colorado School of Mines

Seneschal: David Clements, 204 Randall Hall, Golden, CO 80401, (303) 215-6243, dclement@mines.edu
Kinght Marshal: Louis de Pointe du Lac (Brian Goff), 1706 Illinois St., Golden, CO 80401, (303) 278-3061, bgoff@mines.edu
Fighter Practice: 7-9 in the Mines Fieldhouse during bad weather and in Kafadar Commons otherwise.

Scorpions Hollow — Shire

Portales/Clovis, NM

Seneschal: Lord Sigmund Shadowhawk (John S. Kemery), 1201 Rio, Clovis, NM 88101, 505-763-4565
Fighter Practice: Noon Saturdays at Castille Llano Estacado, Contact Tryston Adler (Jim Davis), 505-754-8929
Scorpions Tales $8/yr.Clothilde van der Aalst (Lori Frazier), PO Box 395, Melrose, NM 88124, (505) 253-4310, bfraz@yucca.net

Tygre's Keep — College

a college within Dragonsspine
Colorado College

Seneschal: Miriam of Tygre's Keep (Miriam Pierucci), m_pierucci@colradocollege.edu

Unser Hafen — Barony

Larimer/Logan/Morgan/Weld County, CO

Seneschal:Lord Gwiim de Glamorgan (MichaelLambert), 1506 Welch Street, Fort Collins, CO 80524, (970) 407-1283, mlambert@frii.com
Fighter Practice: Winter Site: CSU Fieldhouse, Sundays 3-6 pm. Contact Lord Scipio. (970) 377-9261, etvlp@aol.com
Archery Practice: Thursdays 6pm until dark in rural Loveland. Contact Lord Conchobhar O'Loingseachain, (970) 353-6782
Dance Practice: 2nd and 4th Mondays, 7-9:30 pm, Contact Mistress Catriona (970) 669-1754
Equestrian Practice: Contact Lady Rossiin (970) 221-0850, dlc@verinet.com
The Tosspot $8/yr, Arianrod ni Conchobar (Amber Ebert), 1623 Larch Street, Ft. Collins, CO 80526, (970) 498-8847, skerina@juno.com

Valley of Light — Incipient Shire

Seneschal: Lady Catin of Banbury, (Catherine Elliott) 1010 W. Missouri, Artesia, NM 88210 (505) 746-2419, Catin@pvtnetworks.net
Fighter Practice: Sat. afternoons - 4pm - 1010 W. Missouri, Contact: Johann Ludwig (Donald Elliott), 746-2419 for more info.
Archery Practice: Sun. at 2pm. Artesia Bowmasters Range, Located on Airport Rd., Contact: Ld. Cormic the Archer (505)623-5187, Cormic40@hotmail.com
Enlightening Tales: Casey O'Fearghail (Eric Poage), (505)746-2419, $6 a yr. 1012 W. Missour, Artesia, NM 88210, Buddha_1_2000_2000@yahoo.com

White Mountain — Shire

Alamogordo, NM

Seneschal: Lord Finn Einarsson (David Mullins), 2502 Iowa Avenue, Alamogordo, NM 88310, (505) 434-5283, viking@zianet.com
Fighter Practice: Sundays 2 p at Oregon Street Park, next to Kid's Kingdom.

Windkeep — Shire

Cheyenne/Warren AFB, WY

Seneschal: The Honorable Lady Noemi, 900 E. 6th Street, Cheyenne, WY 82007, (307) 637-5293, ladynoemi@yahoo.com
Fighter Practice:Occasional Saturdays, 4-8p Wyoming Nat'l Guard Armory. Contact Lord Lief Vagnsson (Robert VanAlyne), (307) 635-5489, westily@aol.com
Windswept $6 for 12 monthly issues. Contact Lord Evan Embleton (John Webb), 1741A Piute Dr, FE Warren AFB, Cheyenne, WY 82005, (307) 632-1715, lord.evan@usa.net

The SCA has rules which govern and may restrict the activities in which I can participate. These rules include, but are not limited to: Corpora, the By-laws, the various kingdom laws and the Rules for combat related activities.

The SCA makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA.

I understand that all activities are VOLUNTARY and that I do not have to participate unless I choose to do so. I understand that these activities are potentially dangerous or harmful to my person or property, and that by participating I voluntarily accept and assume the risk of injury to myself or damage to my property.

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In exchange for allowing me to participate in these SCA activities and events, I agree to release from liability, agree to indemnify, and hold harmless the SCA, and any SCA agent, officer or SCA employee acting within the scope of their duties, for any injury to my person or damage to my property.

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I have read the statements in this document. I agree with its terms and have voluntarily signed it. I understand that this document is complete unto itself and that any oral promises or representations made to me concerning this document and/or its terms are not binding upon the SCA, its officers, agents and/or employees.

I UNDERSTAND THAT THIS IS A LEGAL DOCUMENT. I HAVE READ AND UNDERSTOOD THIS RELEASE AND I UNDERSTAND ALL ITS TERMS. I EXECUTE IT VOLUNTARILY AND WITH FULL KNOWLEDGE OF ITS MEANING AND SIGNIFICANCE.

Legal Name (PRINT): _____

Legal Name (SIGN): _____

Parent/Guardian (SIGN): _____

Date: _____

MEMBERSHIP INFORMATION - *No Calligraphy! - Print or Type Clearly*
Must be filled out or will be returned

Legal Name: _____

Address: _____

_____

City: _____ **State:** _____

Country: _____ **Postal or Zip Code:** _____

Phone (Home): _____ **Phone (Work):** _____

Society Name: _____
(Optional)
(For reference only. Society names are registered though the College of Heralds)

❑ Calontir	8.00	15.00
❑ Ealdormere	N/A	15.00
❑ East	8.00	15.00
❑ Meridies	8.00	15.00
❑ Middle	8.00	15.00
❑ Outlands	8.00	15.00
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❑ Change of Address ❑ Replacement Card

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Revised 2/99

SOCIETY FOR CREATIVE ANACHRONISM, INC. (SCA)

membership application

ENCLOSE YOUR PAYMENT OR COMPLETE CREDIT CARD INSTRUCTIONS AND SEND FORM TO:

The Society for Creative Anachronism, Inc. • Office of the Registry
P.O. Box 360789 • Milpitas, California 95036-0789, U.S.A.
Tel (408) 263-9305, (800) 789-7486• Fax (408) 263-0641

CREDIT CARD INSTRUCTIONS ARE ACCEPTED BY FAX

MEMBERSHIP TYPES:

• **Sustaining: $35.00** - Subscribing membership for those served by U.S. Postal Service. Sustaining members are eligible to hold office and any other privileges designated. They receive subscriptions to ***Tournaments Illuminated*** and their Kingdom's Newsletter.

• **International (Foreign):** - Please request International Form. Subscribing membership not served by U.S. Postal Service. International members are eligible to hold office and any other privileges designated. International members receive ***Tournaments Illuminated*** or their Kingdom Newsletter (Must Indicate).

• **Contributing:** Subscribing members may add to the basic donation to help in the general operation of the Society.

Suggested U.S. tax-deductible amounts: _____$25 _____$50 _____$100 _____Other

• **Associate: $20.00** - Non-subscribing membership. Associate members are eligible to hold office and any other privileges designated, except where other membership categories are required by Corpora or the Bylaws. Associate membership does not include subscriptions to any publications. **Receives Membership card only.**

• **Family: $10.00** - per non-subscribing membership for immediate family of a Subscribing or International member residing at the same address. Family members are extended the privileges of associate membership. A maximum of $60 will be collected from families with one Sustaining and three or more family members ($35 + $25). A maximum of $50 will be collected from families with one International and three or more family members ($25 + $25).

NOTE: A separate application form must be completed and signed for each family member.

MEMBERSHIPS ARE EFFECTIVE IMMEDIATELY UPON RECEIPT OF PROPERLY COMPLETED MEMBERSHIP APPLICATIONS AND PAYMENT. SUBSCRIPTIONS MAY TAKE 3 TO 6 WEEKS FOR PROCESSING. FOR CONFIRMATION SEND SELF-ADDRESSED, STAMPED BLANK POSTCARD (1 POSTCARD PER PERSON).

NO FAXED CONFIRMATION.

SOCIETY FOR CREATIVE ANACHRONISM, INC.
CONSENT TO PARTICIPATE AND RELEASE LIABILITY

I, the undersigned, do hereby state that I wish to participate in activities sponsored by the international organization known as the Society for Creative Anachronism, Inc., a California not-for-profit corporation (hereafter "SCA").

PROCESSING TIME:4-7 WEEKS.

The cutoff for each month is NOON of the last working day of the month. Forms that come in after the cutoff are processed for the following month. Newsletter cycle is: January deposit equals March labels, etc.

RATES EFFECTIVE 1/1/95

PLEASE CIRCLE CORRECT AMOUNTS:

Membership Type	***Annual***
Sustaining	$35.00
(U.S. First Class Postage)	7.00
(Contributing donation)	_____
Associate	20.00
Family ($10 x # members)	_____

International (Please request International Form)

Enter total for membership & postage: $_____

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❑ Artemesia	$8.00	$15.00
❑ Aethelmearc	8.00	15.00
❑ Ansteorra	8.00	15.00
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❑ Atenveldt	8.00	15.00
❑ Atlantia	8.00	15.00
❑ Caid	8.00	15.00

Kingdom of the Outlands
Event Registration Form

Mail this completed form to the Kingdom Calendar Coordinator. Send a copy to the Kingdom Chronicler with your newsletter article. Please print clearly and fill out ALL of the information below.

Event Name_____ Event Date(s)_____

SCA Branch_____ Modern Name _____

Site Opens (day/time) _____ Site Closes (day/time) _____

Modern Name & address of site _____

Clear directions _____

_____

Site amenities & restrictions _____

_____

We plan to publish in the *Outlandish Herald* Yes_____ No _____ If yes, please initial the following: I have read the article guidelines, available from any seneschal or chronicler, and understand that deadlines need to be met and all required information must be in the event article to ensure that the article will be published. _____

Priority (Explain the importance and scope of this event) _____

_____

Name & address of nearest medical facility

Name & address of nearest medical facility _____

_____ Distance to site in miles_____

The site is wet: Yes____ No___ Other pertinent information _____

_____

Autocrat: SCA name (print) _____ Member # _____ Expires _____
Modern Name (print) _____ Modern Name (sign)_____
Phone _____ e-mail address _____
Address _____

Sponsoring SCA Group_____
Seneschal: SCA Name (print) _____
Modern Name (print) _____Modern Name (sign) _____

Baron/ess: SCA Name (print)_____ *Groups within the jurisdiction of a Barony must have this signature!
Modern Name (print) _____Modern Name (sign) _____

2nd Officer: SCA Name (print)_____ *Groups not within the jurisdiction of a Barony must have this signature!
Modern Name (print) _____Modern Name (sign) _____

Kingdom Use Only

Date Received_____Approved: _____ Yes _____ No
If no, give reason _____
Deputy Kingdom Seneschal_____

Seneschallate

Northern Deputy/Kingdom Event Coordinator: Mistress Rosalind of Wellmark (Rosalind Wells), 3601 El Caminito, Loveland, CO 80537, (970) 667-1284, PLW1@verinet.com
Southern Deputy/Keeper of the Calendar: Mistress Bennet Murray (Beverly Snodgrass), 1801 E. Highland, Hobbs, NM 88240, (505) 392-3546,bennetbev@aol.com
Deputy in charge of Speical Projects & Fundraising: Master Adam Stedefast (Adam Hathaway), 1309 Canyon Trail, Albuquerque, NM 87121, (505) 839-7302, fax (505) 563-6585, stedefast@aol.com
Small Group Event Coordinator: Countess AnneAliz (Darlene Mayette), 1209 Tierjas NE Apt. #1, Albuquerque, NM 87106, (505) 243-7568, dgr0dm@unm.edu

Hospitaller

Northern Deputy: Lady Nesta Coed (Sandy Sailors), 710 Seymour, Cheyenne, WY 82007, (307) 632-0024, nessa82007@aol.com
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Marshallate

Keeper of Outlands Archery Scores: The Honorable Lady Leofsige O Caoimh called Lyssa (Maggie Griggs), 3347 Queen Anne Way, Colorado Springs, CO 80917, (719)637-9047, leofsige@iwon.com
Depuy for Period Archery: Position Open
Far North for Archery: The Honorable Lord Duncan MacAllister (Eric Schooley), 900 E. 6th St., Cheyenne, WY 82007, (307) 637-5293, lairdduncan@earthlink.net
Central for Archery: Lord Larke the Fletcher (Daniel Wickersham), 10151 W. Asbury, Lakewood, CO 80227, (303) 980-8434 (Ask for Daniel), larkethefletcher@netscape.net
Southern for Archery: Lord Damian d'Antioche (Don Goen), 1495 Highway 313, Algondones, NM 87001, (505) 771-9415, archer3@webtv.net

White Stag

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Gimlet Pursuivant (Ceremonies and Protocol): The Honorable Lord Juan Balthazar Tigrerro (Johnathon Ibarra), 5408 Aztec NE, Albuquerque, NM 87110, (505) 881-2405, balthaz@unm.edu

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Scribe

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Outlandish Herald
The Society for Creative Anachronism, Inc.
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